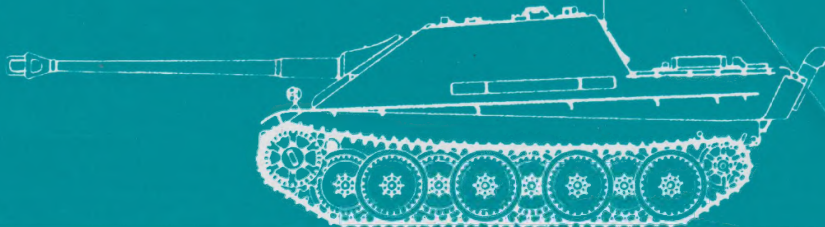




MILITARY SIMULATIONS PTY. LTD.



MAIL ORDER MAGAZINE WINTER 1992 EDITION

MILITARY SIMULATIONS

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17 YEARS OF SERVICE

Military Simulations was established in 1974 and for seventeen years has been efficiently and reliably servicing gamers throughout Australia. All orders received are processed and shipped within 24 hours. Any item that is out of stock at the time of ordering will be placed on back-order and sent to the customer as soon as it is available again - at no extra cost for postage.

THE SHOW ROOM

Military Simulations has a well stocked showroom, which now includes some 1200 miniatures on permanent display, plus a huge range of wargames and role-playing material. Customers are more than welcome to visit us, and gaming club members are entitled to a discount (provided they can prove membership). The showroom is open from 9.00am to 4.30pm Monday to Friday, and from 9.00am to 1.00pm on the first Saturday of each month.

CLUB DIRECTORY

We need your help! Mil Sims is compiling a national club guide for both role-players & wargamers. What we need is your club name and a contact address. Once this club list is completed, it will be made available free to our customers on request.

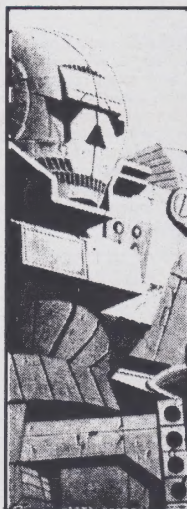
CATALOGUE CONTENTS

GETTING STARTED	2
WARGAMES	3
DICE & GAMING ACCESSORIES	3
SCIENCE FICTION BOARDGAMES	11
FANTASY GAMES	13
COMPUTER GAMES	15
MINIATURE RULES	21
CRAZY SPECIALS	23
MAIL ORDER FORM	25
MAGAZINE SUBSCRIPTIONS	26
ROLE PLAYING GAMES (NOVELS INCLUDED)	27
MINIATURES	37
PAINTS AND BRUSHES	46

Please note - prices in this catalogue are subject to change without prior notice.

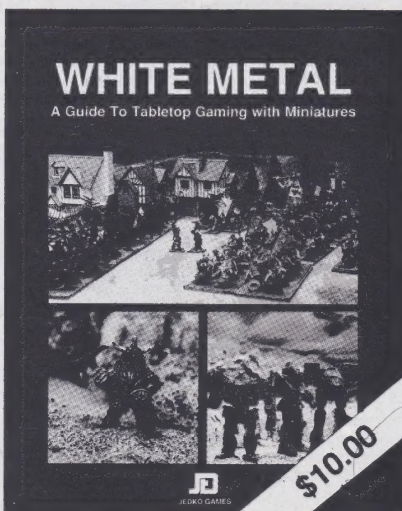
BATTLETECH COMPENDIUM

This 144 page book is a must have for all BATTLETECH players, being a complete reference which contains ALL the rules required for playing BATTLETECH and AEROTECH. Once you own this book, you will not need any other rules reference. Comprehensive rules are provided on all new weapon types, such as Clan Battlearmor, omnimechs, pulse lasers, shotgun rounds, streak SRMs, CASE, electronic warfare, MASC, XL engines, ferro-fibrous armor, etc. There are two full color sections of 8 pages each, detailing Clan mech and battlearmor paint schemes, and a full set of miniatures conversion from Ral Partha, which adapts play so that hexes need not be used. The book also includes construction costs on all mech, AFV, aerospace, and infantry types and components. Record sheets are included for all vehicle types, and not only are all core rules explained in detail, but there are also heaps of optional and advanced rules covered.



WHITE METAL

This 160 page book is the ideal reference and guide to fantasy & science fiction tabletop gaming with miniatures. The main attraction of the book are the literally thousands of black & white photographs of practically the whole commercially available ranges of Ral Partha, Grenadier, Mithril, RAFM, Fantasy Forge, & Alternative Armies. Have you ever wondered what the thousands of miniatures in our catalog look like? Now you can find out. This book will aid players as they search for those figures which match their predetermined concepts. The book contains reviews on ten major miniatures rules systems, including Battlesystem, Fantasy Warriors, Johnny Reb, Kryomex, Napoleons Battles, Silent Death, Star Wars, etc, as well as painting guides and modelling tips. A complete conversion for adapting BattleTech to mass combat is included, as well as additional rules for Fantasy Warriors.



Help!

I'm new to the hobby - where do I start?

WARGAMES

BASIC TRAINING

JED

This little booklet is the perfect introduction to historical wargames for someone who is new to the hobby. The booklet contains a small cardboard map, 9 counters, & a combat results table. The other six pages of the booklet give a step by step guide to playing the small game, which focuses upon a Japanese infantry assault upon four defending Australian units during World War Two. The rules for the game are accompanied by dozens of colorful illustrations which explain each point of the rules. Sequence of play, movement of units, and combat are all explained in detailed, and there are a number of optional rules to use once you've mastered the basic game. **\$1.00**

BEGINNERS GUIDE TO WARGAMING

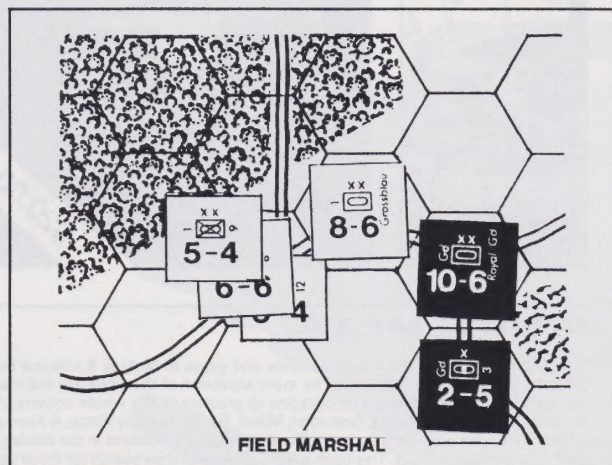
JED

Once you've mastered BASIC TRAINING, you're ready for the next step. This book contains 55 pages, plus a light card liftout section, which includes a simple game of the Battle for Moscow in 1941, World War Two. There are 39 counters required for game play. The centre section of the book contains the rules for the game - only three pages, and each factor of the game is explained in simple terms. The rest of the book contains various articles designed to help you understand the hobby of historical boardgaming, including a section that teaches players the various wargaming terminologies, or Gamespeak. There are notes on solitaire and multi-player games, a further section to explain the Battle Of Moscow game, and so on. **\$5.00**

FIELD MARSHAL

JED

Field MARSHAL is the next step up from the BEGINNERS GUIDE, and is a hypothetical two player game of military strategy set in World War Two, in which each player assumes the role of a Field MARSHAL in his country's army, taking command of an Army Group consisting of armor, infantry, artillery, and other specialised troops. Each Field MARSHAL takes orders from his leader. There are actually two games in the box. The BASIC GAME is designed to introduce players to this type of simulation game and also provide experienced players with a quick, evenly balanced and challenging game that can be played in 1 - 2 hours. The TOURNAMENT GAME is for more experienced players and confronts them with many unexpected problems. The game includes a mounted mapboard, order of battle charts, situation cards, counter storage tray, and 196 counters. **\$20.00**



RUSSIAN CAMPAIGN

JED

This probably the best wargame available, and is suited to both beginners and experienced players. The game enables you to re-fight the four year war between Germany and the Soviet Union, from 1941 - 45. The game is unique in that either player can easily win, and sea-saw battles are common - one player can lose the initiative and then take it back again later, as really happened in the war. There are 252 counters, a large mounted mapboard, order of appearance charts, and simple to follow rules. The game covers SS units, Soviet Guards units, partisans, German airpower, weather (which is crucial), rail movement, oil resources, and so on. **\$25.00**

SCI-FI BOARDGAMES

ULTRA MARINES

GAM

This game is for 2 to 4 players aged from 8 to adult, and is a fast moving, good fun introduction to sci-fi boardgaming. The game focuses upon rival factions of space marines competing against each other in the Horus Heresy Rebellion. The object of the game is to teleport into a derelict space hulk, and scout out the ship for alien artifacts, hoping to gain more than your opponent/s. Game mechanics include teleportation, moving, firing, hand to hand combat, event cards, and optional rules. Included are stunning interchangeable floor plans and twenty 25mm plastic figures. **\$30.00**

ADVANCED SPACE CRUSADE

GAM

A step more complicated than ULTRA MARINES, this game recreates the struggle between the noble defenders of humanity and the alien hordes of the Tyranids. You will lead space marine scouts who board the immense, living bio-constructed ships of the Tyranids, and attempt to reach the centre of the ship to attempt to kill the ship by destroying important internal organs. The other player controls the Tyranids, setting

ambushes to stop the marines reaching their goals. Ship exploration is always different from game to game, controlled by a system of encounter cards. The game includes 21 25mm plastic miniatures, full color board floor sections, doors, organs, etc, plus event cards. **\$55.00**

FANTASY BOARDGAMES

MIGHTY WARRIORS

GAM

In this game you must brave the perils of the under-realm - an exciting world of epic adventure, matchless treasure, and sudden glory. The game contains 36 25mm plastic figures, army lists, magic charts, interchangeable floor plan board tiles, clip together doors, dice, and easy to follow rules. The game is for two or more players, aged from 8 to adult, and is a fast moving, enjoyable game. **\$30.00**

DUNGEON

TSR

This game is a timeless classic, for 1 - 6 players, aged 8 to adult. You explore strange catacombs, battle fantastic creatures, and amass hordes of treasure. You can be either a warrior, dwarf, paladin, magic user, thief, or an elf. You will go from room to room on the mounted mapboard, & the deeper you go into the dungeon you go, the greater the treasures and dangers. There are two levels of play, the simple Basic Game, and an Advanced Game, which adds magic spells, ambushes, and cooperative attacks. There are 250 full color cards, six plastic figures, and a large mounted mapboard. **\$60.00**

ROLE PLAYING GAMES

LORD OF THE RINGS ADVENTURE GAME

ICE

In this role playing game you'll follow in the footsteps of all the great heroes of legend. As a mighty elven lord or a deft hobbit, you'll enjoy hours of adventure in the delightful world of J.R.R. Tolkien. The game is presented in a story tellers format that means you learn as you play. There are no weighty tomes of rules, and no trivial trial runs. You'll start your first adventure as soon as you open the box. Included are an adventure, rules, color map, adventure map, floorplans, character fold outs, dice, and standup counters for playing pieces. Separate adventures will be brought out for this game as well. For two or more players. **\$35.00**

DUNGEONS & DRAGONS GAME

TSR

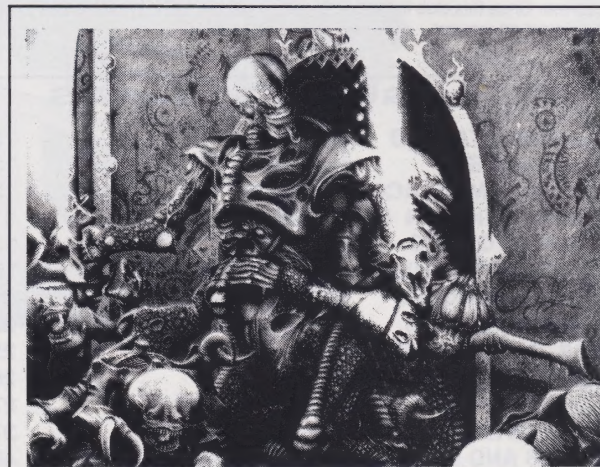
In this fully revised introduction to fantasy role playing, you and your friends play powerful fighters, shrewd wizards, and crafty elves. The game is fast and easy to learn to play, with new step-by-step cards that teach you to play in fun and simple steps. The easy to use rulebook contains all the magic, monsters, and rules you'll need to advance your characters to higher levels. The game also includes a dungeons masters screen to assist in playing, a large full color dungeon floor map, a complete set of dice, and dozens of standup counters representing characters and monsters. For two or more players. **\$45.00**

MINIATURES GAMING

FANTASY WARRIORS

GRE

This game is the perfect introduction to those wishing to starting fantasy gaming with 25mm miniatures. But the game is also suitable to advanced players as well, for it is unequalled in both playability and game mechanics. This game is also unique in that it comes with 102 25mm plastic figures, being 17 each of dwarven spearmen, axemen, crossbowmen, orc spearmen, archers, and swordsmen. The rulebook is comprehensive but short, not being cluttered with many rules & exceptions that make many miniatures games tedious. Army lists are included for major fantasy races such as elves, dwarves, orcs, humans, trolls, ogres, etc. One hundred and forty colorful counters are used to keep track of archer volleys, a unit's morale status, orders, etc. The game mechanics use a simple combat system of cross referencing weapon used against armor type, with all casualties being removed from play - there is no record keeping. The game also has a brilliant command structure and use of individuals such as heroes. **\$70.00**



ADVANCED SPACE CRUSADE

COMPLEXITY KEY

BASIC GAMES:	are represented by one star	★
INTERMEDIATE GAMES:	are represented by two stars	★★
ADVANCED GAMES:	are represented by three stars	★★★
MASTER GAMES:	are represented by four stars	★★★★

COMPANY CODES

ADG	Austalian Design Group	AH	Avalon Hill
COA	Clash of Arms	EMS	Engelman Military Simulations
FAS	Fasa Corp.	GAM	Games Workshop
GDW	Game Designers Workshop	GMT	Get More Tanks?
GRD	Games Research & Design	IRO	Iron Crown
JED	Jedko Games	LEA	Leading Edge
MB	Milton Bradley Games	OME	Omega Games
SDI	Simulation Design Inc.	STE	Steve Jackson Games
SUP	Supremacy Games	TAS	Task Force Games
TGI	The Gamers Inc.	VIC	Victory Games
3W	World Wide Wargames	WES	West End Games.

ACCESSORIES

POLY DICE

High-impact dice: D4, D6, D8, D10, D12 & D20 sided configurations. Various colours (black, red, blue, yellow, green, purple & orange). Bland, but serviceable. **.65c each**

GEM DICE

More attractive & expensive than the Poly Dice - standard configurations: available in blue, red, green, yellow, purple, hot pink, clear, smoke (blackish) & orange. **\$1.00 each**

AVALON HILL COUNTER TRAY

A clear plastic counter tray with lid and dice-wells for truly sloppy gamers! **\$4.50**

WEST END COUNTER TRAY

Same as above, more sturdy in design with more counter space but no dice wells. **\$5.50**

HEX SHEETS

Three 23"x17" map sheets, with half-inch hexes. **\$3.00**

HEX PAD

Fifty 8.5" x 11" pages of half & quarter inch hexes. **\$7.00**

COUNTER SHEETS

Four sheets of half-inch card counters: pale green, light blue, salmon pink & gray. **\$12.00**

ANCIENT ERA

BRITANNIA

3-5 player game that covers 1000 years of British military history from the Roman invasion to the Norman assault of 1066AD. Components include 256 counters and a 22"x24" mapboard. This is a very quick and entertaining game; highly recommended for those wanting a fast 'n' furious multi-player contest. **\$60.00**

CIVILIZATION

2-9 players lead fledgling nations along the path of political, economic & cultural domination during the dawn of civilization (8000 - 2500BC). This is a classic game that requires no dice, and features a high level of non-violent interaction. Although conflicts do occur between emerging empires, the game cannot be won by military means alone. **\$70.00**

ADVANCED CIVILIZATION


Box set with a 48-page rulebook & gamer's guide, additional civilization (8 new) & commodity cards, 4 new calamities, a card credit-sheet, game time limits, 8-player version, rules for pillage, enhanced attributes for most cards, simple trade rules, and more! **\$55.00**

CIVILIZATION TRADE CARDS


50 extra cards, as included in the boxed set (these are not new cards!). **\$10.00**

WESTERN EXPANSION SET


22"x11" mapsheet extension + African/Iberian Archaeological Succession Table. **\$16.00**




8-9



(4)-12



30-16



36-30

IMPERIUM ROMANUM II

CONQUEST

A diceless, chess-like strategic game of maneuver for 2 to 4 people. Players can only have 20 'moves' each per turn, thus they must thoughtfully employ their units to gain (or protect) territory. Components include a 31"x22" mapboard and 104 plastic markers (for legions, galleons, elephants, chariots & cavalry). Very abstract & quite fun - really ideal for jaded gamers and 'family groups'. **\$50.00**

GREAT BATTLES OF ALEXANDER

Recreates Alexander the Great's campaigns of Chaeronea 338BC, The Granicus 334BC, Issus 333BC & Arbela-Guagamela 331BC. Each can be combined to form a single campaign. Suitable for solitaire play. Components feature 600 counters & four 22"x34" maps (60 meters per hex). The mechanics include the gradual loss of a unit's cohesion, leader initiative, combat momentum, 'trumping' enemy leader's orders, chariots, elephants, skirmishers, and more. An Ancients gamer's delight! **\$80.00**

JUGGERNAUT - THE BATTLE OF HYDASPES

Potentially a 'monster' scenario, with variant rules & counters! Due November? **\$30.00**

IMPERIUM ROMANUM II

Recreates 700 years (with 35 scenarios) of the Roman Empire, from cultural superiority to decadent collapse. For 2 to 6 players. Rules include the political & economic conflict. 800 counters represent Legions, Fleets, cavalry, artillery, engineers, etc. A 22"x51" map covers the ancient world from Britannia to Parthia. **\$70.00**

(THE) PELOPONNESIAN WAR

Recreates 28 years of war between the Athenian Empire and the Spartan Coalition. Beginning in 431BC, players must plan for both economic and military domination. Suitable for solitaire (the player must change sides if he/she is winning) or group (up to 7) play. With 4 scenarios, 200 counters and a 22"x34" map. Mechanics include rebellion, tributes, political factions, naval warfare & sieges. **\$75.00**

REPUBLIC OF ROME

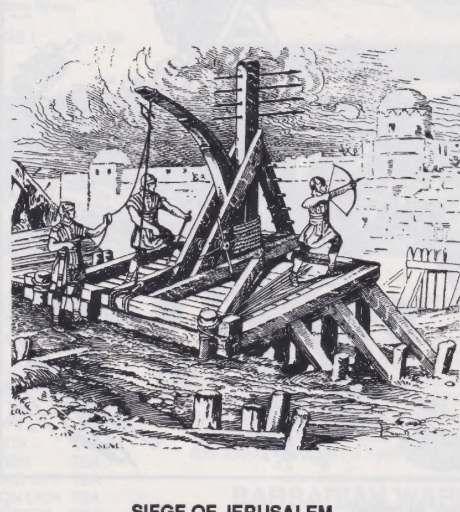
An enjoyable, deceptively engrossing card 'n' counter game for 3 to 5 people, each representing a faction of influential Senators vying for the Consulship of Rome. Players ruthlessly compete for peer influence & plebeian popularity, using means both fair & foul to achieve prominence. However, they must also cooperate somewhat to ensure that Rome doesn't succumb to military conquest, or to restless mobs, and with 250 years of Roman Republic history to play with, that's not bloody easy! **\$85.00**


SPQR - THE ROMAN ART OF WAR

Richard Berg manages to improve upon the mechanics of Great Battles of Alexander! This independent title features five multi-scenario battles - Cannae, Beneventum, Zama, Cynoscephalae, and Bagradas Plains. Components include four 34"x22" maps, 800 counters, solitaire options, and new rules. Should be damn good! Due Aug? **\$85.00**


SIEGE OF JERUSALEM

In 70AD four Roman legions marched against an imposing, multi-walled Zealot city. Armed with an array of towers, rams and artillery, their task was to breach its defenses before they themselves were exhausted by attrition. Although the Romans were a superior force, their engineers faced a seemingly impregnable fortress. Contains a 34"x48" city mapsheet (50 meters per hex) and 696 counters (200 men per unit). **\$75.00**






3-15



6-10



1-0

SIEGE OF JERUSALEM

MIDDLE AGES & BEYOND

BLACKBEARD

Utilizing a fast action-card system, this 1 to 4 player game recreates the Golden Age of Piracy. Infamous rogues and downright sadistic villains ply the world's oceans for merchants to plunder or ports to raid, whilst equally audacious King's Commissioners hunt for corpses to dangle from their yardarms. The mechanics include such things as ship refitting, crew morale & historic data. **\$80.00**

KINGMAKER


Popular 2-6 player game of the chaotic English Civil War: 1450-85. The throne of England, and the power it holds, is the ultimate goal, as nobles vie for the duplicity of seven scattered royals. Features sieges, feudal politics, peasant revolts, pirates, Parliamentary titles, plague, and a distinct lack of mediaeval chivalry! This game is rife with bold tactics, uneasy alliances and devious conspiracies. **\$55.00**

KINGMAKER VARIANT EVENT CARDS


Contains optional rules, plus new cards for Treachery, Gales at Sea, Refuge, Vacillating Allegiance, Catastrophe & Royal Death. Includes a number of blanks too. **\$10.00**

NEW WORLD


2 to 6 European powers of the 15th to 18th centuries explore, conquer and ultimately colonise the Americas. Players must build fleets to transport people to the New World, and to bring back its resources - unless storms or pirates intervene. Once ashore colonists can raise crops, mine for gold, or push on to new lands. Soldiers must protect territory from native uprisings and foreign incursions - or be used for military excursions intent on plunder. Includes a 22"x16" mapboard, a wad of play money, etc, etc. **\$45.00**



3 6 +2



3 7 8



1* 7 2

ROYALISTS & ROUNDTOPS

3W ROYALISTS & ROUNDHEADS

English Civil War quad game featuring the battles of Marston Moor 1644, Naseby 1645, Justice Mills 1644, and Kilsyth 1645. Royalists clash with Parliamentarians, Highlanders struggle against covenants, and Lords slug it out with Princes. These proud combatants, armed with an assortment of rapiers, pikes, muskets, artillery, bows & lances, were the precursors to modern warfare. With four 17"x22" maps & 400 counters. **\$35.00**

MB SHOGUN

2 to 5 players can participate in this entertaining game of empire building in feudal Japan. Carefully established alliances, and their sudden deceitful forfeiture, has as much influence over the struggle for power as conventional military confrontations. Mechanics include economic strategy, leader experience, ninja assassinations, fortresses and ronin mercenaries. Features a large mapboard and 406 plastic 25mm miniatures. **\$90.00**

NAPOLEONIC ERA

AH EMPIRES IN ARMS

A richly detailed grand-strategy game of the Napoleonic Wars of 1805-1815. 2 to 7 players endure political treachery, economic hardship and war as they guide a nation thru a maze of conflicting national interests and military ambitions that characterised this bloody era of European history. With 1008 counters and two 25"x35" maps. A simulation of great scope & grandeur, offering 5 scenarios and 4 huge campaign games. **\$80.00**



AH ENEMY IN SIGHT

Agile Frigates and majestic 'Ships of the Line' clash in this entertaining card game of 18th Century naval combat. The fast mechanics include boarding parties, blockades, Fire Ships, repairs & port calls. For 2 to 8 players, with 40 counters & 176 color cards. **\$35.00**

COA LA BATAILLE D' AUERSTAEDT

Third edition. October 1806 - the epic clash between Davout's III Corps (AKA Napoleon's 10th Legion) and Friederich Wilhelm's Prussian army is recreated using Marshal Enterprise's award-winning Napoleonic system. One hex equals 100 meters, whilst each counter represents formations of regiments, battalions & batteries. With 448 counters, 22"x34" map and an historical essay. **\$55.00**

COA LA BATAILLE DE QUATRE BRAS

When, in 1815, the left wing of the Armée du Nord clashed with Wellington's English & Allied troops for control of a crossroads along the Brussels' highway, Napoleon's dreams of liberty were to be forever decided. Components include a beautiful 32"x22" map & 600 superb counters. All units are rated for type (line, light, guard, elite, etc), melee & fire combat, morale, movement, plus range. **\$60.00**

COA LA BATAILLE DE LIGNY

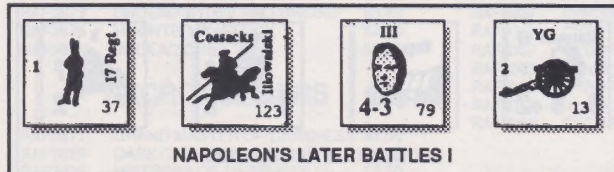
Covers the opening battles of the Waterloo campaign at regiment & battalion level. Will feature the much vaunted new standard rules & impressive graphics. Due soon? **\$80.00**

LA BATAILLE DE MONT ST. JEAN

Expansion game to be used in conjunction with Ligny & Quatre Bras, allowing players to partake in the epochal Waterloo battle. Components include five 22"x34" maps, an exclusive rulebook, plus extra counters. Not recommended for the faint hearted! **TBA**

COA LA BATAILLE DE PREUSSISCH-EYLAU

A definitive study of Napoleon's winter battle in Prussia (1807) against the remnants of the Prussian Hohenzollern army and the forces of the Czar. Each hex represents 100 meters & every counter portrays a single regiment, battalion, battery, or leader. Includes detailed orders of battle, an historic essay, four 22"x17" maps & 960 counters. **\$55.00**



NAPOLEON'S LATER BATTLES I

COA NAPOLEON AT LEIPZIG

The shrinking French Empire would finally collapse unless a decisive victory was won in Germany. But Napoleon's many enemies sensed a weakness, and like wolves they stalked his troops. Six days of grueling maneuver & bitter combat would decide the fate of Europe. Features 3 levels of rules complexity, with play options for 1 to 8 players. Includes 350 counters plus two 34"x22" maps. **\$45.00**

GDW & COA NAPOLEON'S BATTLE OF BORODINO, 1812

With the largest field army assembled in West Europe, France invaded Russia. Pursuing the elusive Imperial army, Napoleon sought to confront the enemy in a grand battle that would decide the war. At the very gates of Moscow Napoleon won, then lost the struggle for Russia. This huge game contains four 3-colour 22"x28" maps (100 meters per hex) & 1400 counters (regiments, battalions & batteries). 1976 award winning reprint. **\$100.00**

3W NAPOLEON'S LATER BATTLES I

1812 - Napoleon's grizzled legions attempt an assault on Smolensk, a sprawling walled city along the Dnieper. Eventually the Russian defenders are forced from the suburbs; threatened with annihilation by pursuing French forces, only a stout rear guard action in Lubino allows them to face the invaders again at Borodino. Features 3 games: Smolensk, Lubino and a variant campaign (relocates the decisive Borodino clash at Smolensk). With two 34"x22" maps, 400 counters (mostly regimental), and solitaire options. **\$45.00**

3W RORKE'S DRIFT & THE BOER WAR

Rorke's Drift: Counters represent either 1 British soldier or 7 Zulus. Mechanics include fire-spear attacks, sniper suppression, fatigue, ammunition depletion & barricades. With a 22"x34" map, 400 counters & 5 scenarios. **The Boer War:** Rules feature individual leaders, Boer evasion & infiltration, armored trains, British disease attrition, concentration camps & Kitchener's scorched-earth policy. With a 22"x34" map & 200 counters. **\$30.00**

COA THE EMPEROR RETURNS

Recreates the confrontation between the French Armée du Nord and troops of the 7th Coalition in 1815. The Anglo-Allies were steadfastly positioned around Waterloo, Napoleon's forces had to defeat them before the Prussians joined the fray. The game begins with the maneuvering that historically led to the battle of Waterloo, players may change strategies & succeed where Napoleon failed. 240 counters & a 22"x34" map. **\$35.00**

AH WAR AND PEACE

Covers the Napoleonic wars from 1805 to '15 - this terrible era of conflict consumed the armies of 6 major & 19 minor European powers. Battles were over the entire continent - from the rugged mountains of Portugal to the bitter Russian steppes. Contains Four 11"x16" mapboards, 1040 counters, 9 scenarios & a multi-player campaign. Historically accurate game of grand strategy made easy. **\$60.00**

AH WOODEN SHIPS & IRON MEN

Naval warfare: 1776 to 1815. Multiple players can create single ship duels or complex fleet engagements. Uses simultaneous hidden movement, plus technically competent mechanics, to create a superb simulation of seaborne battle during the age of fighting sail. With 27 scenarios, a 22"x28" mapboard & 180 counters. Recommended! **\$60.00**

AMERICAN CIVIL WAR

VIC ACROSS FIVE APRILS

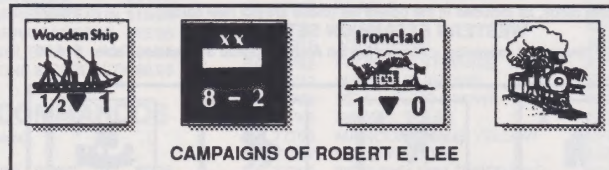
Combines five scenarios - Bull Run, Pea Ridge, Shiloh, Gettysburg, and Bentonville. Features easily assimilated mechanics, with exclusive rules for each battle. Components include three 32"x22" mapsheets (300 yards per hex). Due Sept. (maybe Oct.)? **TBA**

GDW A HOUSE DIVIDED 2nd Ed.

An excellent introductory-level grand-strategy game, covering this brutal war from 1861 to 1865. The fast playing rules have an emphasis on lines of communication & accumulative unit combat experience. With 160 counters and a 17"x22" map that features an area-movement system. Almost a classic beginner's simulation! **\$55.00**

TGI BARREN VICTORY

CIVIL WAR BRIGADE #4. Covers the three-day Battle of Chickamauga, where the Confederates hoped to avenge the whipping they suffered at both Gettysburg and Vicksburg. Includes two 22"x34" maps (200 yards per hex) & 560 counters. The mechanics feature five states of morale (ie: Blood Lust), a close combat system, advanced command rules, optional troops, and six scenarios. **\$65.00**



CAMPAIGNS OF ROBERT E. LEE

COA CAMPAIGNS OF ROBERT E. LEE

A strategic-operational simulation of the eastern theater campaign, 1861 to 1865. 10 scenarios cover the bitter fighting that consumed Virginia, Maryland & Pennsylvania. The game's detail is quite extravagant, with 88 leaders individually rated for their initiative, administrative skill & tactical ability. Special rules cover Confederate sympathizers, Union observation balloons, partisan raiders, naval landings, etc. With 600 exquisite counters and two stunning 34"x22" maps. I'm very impressed! **\$65.00**

COA CHANCELLORSVILLE

In 1863 the Army of the Potomac, rested and rebuilt from an earlier defeat, again sought to wrest control of Fredericksburg from the tenacious Army of Northern Virginia. Although outnumbered 59,000 to 135,000, an audacious and masterful Robert E. Lee crushed the Union forces as they traversed the Wilderness, much to Lincoln's despair. Components include three detailed 22"x34" maps (265 yards per hex) & 480 counters (half-brigades). Designed by R. Berg, with scenarios plus a campaign. Due soon? **\$60.00**

FGA CIVIL WAR CLASSICS Vol. 1

Covers the battles of Pea Ridge & Shiloh. Includes short introductory scenarios, as well as more detailed & lengthy games. Mechanics include gunboats, night fighting, encampments, unit activation, fire & melee combat, leadership modifiers & variable morale effects. With 480 counters (demi-brigade) and six 11"x17" maps. **\$40.00**

SDI DEAD OF WINTER

The battle for Stones River produced appalling casualty rates, the worst of the entire war. Bragg's Army of Tennessee was hellbent on reaching the Nashville Turnpike, whilst their Union counterparts regrouped for a thrust towards Atlanta - the South's very heart. With two 22"x33" maps (50 yards/hex) & 800 counters (regiments, battalions, etc). \$65.00

TGI IN THEIR QUIET FIELDS

CIVIL WAR BRIGADE #1. Lee's Maryland Campaign has failed, his Army of Northern Virginia faces an enemy force twice its size, but still the Confederate leader chooses to march on Antietam, knowing that the rebel spirit is as yet undaunted. Includes 560 counters, 22"x28" map, revised rules & unit strengths, plus a Sept. 16th scenario. \$60.00

<p>Price v. Cleve</p> <p>3-6</p>	<p>Jackson II</p> <p>7 + 2*</p>	<p>Forrest Pillow</p> <p>2*-10</p>	<p>Brady 1/IV</p> <p>4 2-8</p>
1862			

VIC LEE VS. GRANT

The Wilderness campaign of 1864 - the Army of the Potomac must capture Richmond from the tenacious Army of North Virginia, or a war-weary Union may give the South its much sought for independence. U.S. Grant; the North's new C in C, and its last hope, prepared to challenge the formidable military prowess of Robert E. Lee. Contains 520 counters (division & corps scale), a 22"x32" map (2 miles/hex), 6 introductory scenarios and 3 campaigns. Mechanics include random events (torrential rain or very ill Lee), sea transport, railroad destruction, variant reinforcements, supply depots, etc. \$50.00

COA MARCHING THROUGH GEORGIA

Sherman's three Union Armies battle the Confederate Army of Tennessee. The numerically inferior rebels were tenacious in defense; Sherman sought to capture Atlanta, thus denying the enemy their supplies. This is a contest of strategic maneuver, with combat resolved on a tactical display where unit strengths remain hidden until assaulted or probed. With two 17"x22" maps, 240 counters, 3 scenarios & a 40-turn campaign. \$40.00

COA MISSISSIPPI FORTRESS

A strategic simulation, with tactical combat resolution, that recreates Grant's 1863 campaign to defeat two Rebel Armies plus capture both Vicksburg and Port Hudson, thus controlling the Mississippi and splitting the Confederacy. Rules include weather, gunboats, shore batteries, the Vicksburg siege, forced marches, unit stragglers & hidden strengths. Excellent game of maneuver & bluff, with 17"x22" map & 240 counters. \$40.00

3W RAID ON RICHMOND

In 1864 General J. Kilpatrick led a miserable assault on Richmond which failed to achieve anything. This game however hypothesises on the urban brawl that would have erupted had Kilpatrick not fled the field - outnumbered Union cavalry riding amok in the streets! Components include two 22"x24" city maps with sites of political & military value, plus 300 counters. Mechanics cover releasing & arming POWs, commandeering transport, slave evacuation, barricades, plus leader capture or executions. \$45.00

AVA STONEWALL JACKSON'S WAY (due Aug. or Sept.)

Covers the second battle of Bull Run in central Virginia during 1862, wherein Longstreet, Robert E. Lee, and old Stonewall himself gained such notoriety in the North for their adroit leadership. Features two 32"x22" map sheets (2000 yards per hex), plus units from regiments to corps. This game will link-up with future ACW series releases. \$70.00

VIC THE CIVIL WAR 1861 - 1865

A grandiose game that encompasses both the bitter, costly campaigns of the East and the less enthusiastic skirmishes that waxed & waned in Texas & the Western Territories. The mechanics stress leadership (and so they should too, with over 60 individual commanders represented), and include naval operations, marauding Indians, rail supply, cavalry screening & guerrilla raids, variable game-turn length, year-long scenarios, plus a campaign. Features two 22"x32" maps (25 miles/hex), and 520 counters. \$65.00

COA WAR FOR THE UNION

A non-complex grand strategy game that covers the entire civil war. Mechanics include industrial centers, variable troop quality, Southern recruiting practices, et al. This game should feature a 22"x34" map, 600 counters, several short scenarios and a campaign. Optional variants will include such things as British or French intervention! TBA

SDI 1862

A moderate-complexity system that stresses the problems of command and troop morale. Features four short (about 3 hours playing time) scenarios - Antietam, Murfreesboro, Seven Pines and Fort Donelson. Components include two 17"x22" maps, both backprinted, and 400 counters (regiments to divisions). Good for novices. \$40.00

GMT 1863

Same designer as 1862, different company. Battles featured are Gettysburg, Fredericksburg II, Brandy Station, and Mine Run. Includes fast-playing beginner's mechanics, four 34"x22" maps, and rules changes necessary to update 1862. More details later. \$80.00

DELUXE DIPLOMACY (due Oct./Nov.)

Same as above, but more expensive. This set features a spunky new cover, wooden pieces with flag decals, a single-fold mapboard, plus a new version of the rules. \$100.00?

GAMER'S GUIDE TO DIPLOMACY

36 page magazine that features an introduction, details on national strategies & elements of play, notes on postal Diplomacy & tournaments, plus game variants, etc. \$15.00

DIPLOMACY PIECES

A bag of plastic counters, as used in the boxed set. \$3.00

AH KNIGHTS OF THE AIR

Join Europe's elite combatants as they contest for the skies over blasted trenchlines. This is a superior aerial combat simulator for 1 to 6 aspiring pilots, players are able to partake in aerobatic duels or frenzied team brawls. Contains 188 counters representing 20 aircraft types, and a beautiful 22"x32" mapboard. Features variable pilot experience, a fast-playing card-based maneuver system, and historic aircraft capabilities. \$50.00

VIC PAX BRITANNICA

A 4 to 7 player game of empire building during the age of colonial expansionism (1880+). The Great Powers vie for global power and esteem as they maneuver naval & land assets to distant lands, establishing colonies and exploiting their resources to pay for further territorial claims & security maintenance. Mechanics include random events, unrest, garrisons, canal construction, treaties, the Chinese Rebellion, minor wars, European tensions, and a threatening Great War. 666 counters & two 22"x32" maps. \$60.00

PAN WARLORDS

An entertaining 3 to 7 player game of political diplomacy and military expansionism set in China from 1916 to 1950. The mechanics include famine, revolts, foreign aid, guerrilla warfare, taxation, etc. Victory is dependent upon several factors - bribery, coercion and negotiation, as well as careful resource management and bold militarism. Boxed game, containing a 19"x23" map & 252 counters. \$10.00

WORLD WAR TWO

MB AXIS & ALLIES

A massive game of global grand-strategy for 2 to 5 players. Beginning in 1942, the world powers must expand their territory to deny the enemy land, and to increase vital production resources. Mechanics feature secret weapon development, strategic bombing, and submarine warfare. Components include a colorful 19"x33" mapboard & 299 plastic miniatures representing land, air & naval assets. Highly recommended, it's a hoot! \$90.00

EUROPE AT WAR			

JED EUROPE AT WAR

1 to 4 players command the economic & military growth of a European power from 1941 to '45. With 282 counters, representing leaders, infantry, armoured units, elite forces, aircraft & naval assets, plus three 8"x22" mapboards. Includes naval elements, Japan's influence, the A-bomb, & political options (ie: the assassination attempt on Hitler). \$20.00

TSR EUROPE AFLAME

A 2-4 player simulation of the European conflict. A nation's military might is constructed from infantry, mechanised, air & naval assets. Strategies are tested against units whose strengths are unknown until engaged. Mechanics include area movement, partisans, para's, garrisons & production. With a 21"x35" mapboard & 236 counters. Great low-complexity variant on the grand-strategy theme. \$55.00



WORLD WAR ONE

GDW BLUE MAX 2nd Ed.

Air to air combat over WWI France. This introductory-level game features new rules for altitude levels & damage spinouts. The mechanics allow for fast 'n' furious dogfights between multiple players, with the option of playing lengthy campaigns where novice pilots fight for ace status. Has a bland 22"x28" map, but 60 stunning aircraft counters! \$55.00

AH DIPLOMACY

A classic game of abstract, low-luck grand strategy, where 2 to 7 players (each of whom controls a pre-WWI nation) embark on a no-holds-barred contest of empire building. The key ingredients of victory in this additive simulation of international politics & military imperialism are treachery, bluff and backstabs ("What alliance?"). The mechanics require no dice! Includes 112 plastic counters and a 22"x24" mapboard. An ideal way to find out who your real friends are, and to test the limits of your temperament. \$35.00

JED FIELD MARSHAL

A well balanced hypothetical conflict where each player's battlefield control is hindered or helped by 32 Situation Cards (representing a higher command). The full spectrum of a WWII air-land battle is featured; with marine, airborne, armour, infantry, artillery and aircraft assets included in the 196 counters. Contains three 8"x22" mapboards. **\$20.00**

AH HITLER'S WAR

The European & Mediterranean struggle in a compact format. Players must decide upon war direction, production priorities & research, as these non-combat tasks are a vital aspect of ultimate victory. With 520 counters (mostly chits), a 16"x22" mapboard & 3 scenarios. A quick, colourful coffee-table sized game of grand-strategy. Includes the Allied bombing campaign and the U-Boat threat. **\$30.00**

AH NAVAL WAR

An amusing Beer 'n' Pretzels game of large fleet battles. 3 to 6 degenerate gamers collect an array of multinational warship cards, plus various action cards, and then shout furiously at each other, recklessly flinging dice, until some-one wins! 162 cards represent a varied selection of warships, from the Yamato & Ark Royal, to lowly torpedo boats. Fast entertainment for old game hacks. **\$25.00**

AH SQUAD LEADER 4th Edition

An award-winning, and still popular, tactical game of small-unit combat. 712 counters represent leaders, infantry squads, support weapons, individual vehicle, etc. Four 8"x22" mapboards feature urban & wilderness terrain. This is a comprehensive, quality simulation with 12 scenarios for both East and West Fronts. Still damn good. **\$70.00**

CROSS OF IRON 4th Edition

An east-front expansion module for SQUAD LEADER that features a restructured armor and artillery system, new rules (such as rockets, paratroops, molotov cocktails, snipers, conscripts, etc), plus new troop types (ie: elite), support weapons, and AFVs (ie: BT's & King Tigers). Includes 8 scenarios, an 8"x22" mapboard and 1096 counters. **\$65.00**

CRESCENDO OF DOOM

Introduces the troops, vehicles and equipment of France and England to the system, plus a whole host of minor nationalities; including Poland, Belgium & Finland. With many new rules (such as ski units, assault boats, gliders, trenches, scouts, booby traps, AT mines field promotions, advanced berserk rules, etc), two 8"x12" maps & 1324 counters. **\$60.00**

GI: ANVIL OF VICTORY 2nd Edition

Yep, it's the Americans, plus revised infantry counters for the other combatants. Naturally it contains more rule additions (36 pages - including heroes, tunnels, DD tanks, canals, etc), 14 scenarios, 1568 counters, five 8"x12" mapboards plus terrain overlays. **\$75.00**

AH THIRD REICH 4th Edition

A classic grand-strategy simulation. This challenging game covers the war in Europe and the Mediterranean from 1939 to '45, with full historic integration, plus some hypothetical variants. 2 to 6 players must boldly lead their nations through the turmoil & triumph of history's darkest years. With 550 counters (Corps level) and a 22"x32" mapboard (60 miles/hex). Includes 3 'short' scenarios. **\$60.00**

ADVANCED THIRD REICH

An all new, complete box set featuring an extra counter-sheet, a stunning new mapboard (painted by the artist responsible for the Russian Front board), plus new rules on integrated diplomacy, national entry-activation, variant events, etc. Due Aug? **\$80.00?**

Demo Charge X6 Effect: 1 Infiltrate Only	RADIO X5-6 RNC Effect: 5	WOUNDED 1/2 FP -1TH	Panzerfaust Effect: 5 R3: 0 R4: 0-1 R5: 0-2
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UP FRONT

AH UP FRONT

Unique game of man-to-man combat in Europe that uses data cards to represent individual soldiers, heavy equipment & vehicles. Cards are also used to determine terrain type and to prompt various actions. This boxed set includes 322 illustrated cards, most in colour, and 304 counters. Based on Squad Leader, but a little easier. **\$60.00**

BANZAI

Expansion set that introduces the English & Japanese to Up Front. Features new rules for jungle warfare & solitaire play. Contains 80 cards, 63 counters & 12 scenarios **\$12.00**

DESERT WAR

Features French and Italian units, new rules, plus comprehensive scenario reference charts for all of the Up Front combatants. Contains 70 cards and 63 counters. **\$8.00**

ADG WORLD IN FLAMES 5th Edition

Award-winning Australian game that covers the entire war on two huge 28"x34" Pacific & European maps - each can be used independently, or combined for a global struggle. Players must carefully plan their long-term military production, as well as strategic campaigns. The superb game mechanics allow for fluid land, sea & air operations. With 1000 counters (30 nationalities). For 2 to 6 players. Very highly recommended! **\$70.00**

DAYS OF DECISION

1 to 7 players jockey for global preeminence from 1936 to '39. An abstract combat system recreates the Spanish Civil War, and numerous other early, peripheral conflicts. The game mechanics include national economies, coups, alliances, elections, new World in Flames campaign rules plus extra minor nationality units. Contains 200 counters, a 24"x16" political map, a mini-map of Spain, plus lots of colourful player aids. **\$50.00**

TSR WWII - EUROPEAN THEATER

Grand Strategy for 2 to 5 players, covering the European and Middle East theaters from 1939 to '45. Includes air & naval operations, production, command structures, etc. The mechanics are detailed - each Seasonal Turn features 4 phases & 10 steps, while Monthly Turns have 6 phases and 28 steps! Components include two beautiful 23"x34" maps & 1200 counters (representing 19 nations). **\$85.00**

ADVANCED SQUAD LEADER

The most realistic & historically detailed tactical WWII system available. A high quality production that features intricate game mechanics - 2 minutes per turn, 40 metres per hex, and with each counter representing a squad of 5 to 10 men, or a single vehicle, leader & support weapon. Players must be familiar with SQUAD LEADER first!

AH ADVANCED SQUAD LEADER

Rulebook ONLY - a sturdy 3-ring binder with dust cover. Inside are 176 pages of text with 8 data cards. Featured chapters are - Introduction, Basic Infantry Rules, Terrain, Ordnance-Offboard Artillery, Vehicles, Design Your Own (with German & Soviet equipment notes), plus an index. An outstanding production with superb graphics! **\$80.00**

AH ASL ANNUAL '89

64 pages - 11 articles, 18 scenarios, and a new counter: Scottish Pipers. **\$25.00**

AH ASL ANNUAL '90

64 pages - 8 articles, 19 scenarios, and a new counter: Soviet Mine Dogs (ouch!) **\$25.00**

AH ASL ANNUAL '91

64 pages - 6 articles, 16 scenarios, and a new counter: German Mouse. **\$25.00**

AH ASL ANNUAL '92

Due July or Aug? Unfortunately this ripper ASL rag may be as expensive as \$30! **\$25.00**

AH ARMIES OF OBLIVION

We know its title, and it's due out early next year, but that's all folks. **TBA**

AH BEYOND VALOR

Contains an extensive German & Russian force pool: 2396 counters representing a plethora of AFVs, soft-skinned vehicles, artillery, infantry support weapons, leaders, plus an assortment of troops, markers, etc. More counters than an SPI monster (well maybe not, but it's a good analogy). With four 8"x22" mapboards (#20-23) & 10 scenarios **\$90.00**

 10-1	 Minefield	 0-2	 5-4-8
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RED BARRICADES

AH CODE OF BUSHIDO

Presents chapter G - rules for the Pacific theatre, (jungle, bamboo, swamps, rice paddies, kanai grass, banzi charges, kamikaze tank-hunters, hara-kiri, pack animals, etc) plus Japanese additions for chapter H, and an errata sheet for E. With 660 counters, 4 mapboards (#34 to 37) and four sheets of very densely tangled terrain overlays. **\$95.00**

AH CROIX DE GUERRE

Two new mapboards (I think), several counter-sheets and eight scenarios round out this French module. Should be similar in style to Hollow Legions. Due Nov/Dec? **TBA**

AH GUNG-HO!

Contains more rules for chapter G (cave fighting, landing craft, bulldozers, tropical climate, beach and river assaults, naval gunfire, etc), two mapboards (#38 & #39), various beach overlays, 8 scenarios, plus 1008 counters (for the US Marines, early US Army, the complete Chinese OB & landing craft for various nationalities). **\$100.00**

AH HEDGEROW HELL

Deluxe ASL module - contains 8 very good West Front scenarios and four 11"x26" wilderness mapboards, each with a 2.2" hex grid. These very large hexes eliminate onboard clutter, and allow for a more fluid game. **\$40.00**

AH HOLLOW LEGIONS

The Italian supplement. Components include two desert mapboards (#30-31), 652 counters (vehicles, weapons & troops), 8 multi-theater scenarios, and the relevant expansions for chapters H (12 pages) and N (4 pages). **\$60.00**

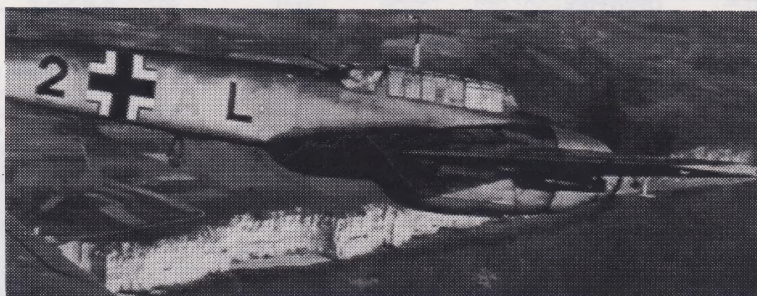
AH PARATROOPER

Introductory ASL - details small unit actions with the 82nd & 101st Airborne Divisions during the Normandy Invasion. Contains ALL the necessary counters & markers (478) for the 8 scenarios, plus one (#24) mapboard & chapter K - a 24 page ASL primer! Note - requires mapboards #1 to #4 to play (as uses in Squad Leader). **\$50.00**



THUNDER AT CASINO

PANZER LEADER



AH PARTISAN!
Recreates an assortment of guerrilla operations against the Germans and their Axis allies - from the rugged mountains of Greece, to tenebrous Russian forests, and the shattered streets of Warsaw. Contains 260 counters (axis minor infantry and various support weapons), two 8"x12" mapboards (#10 & #32) plus 8 scenarios. **\$40.00**

AH RED BARRICADES
This Historical Module features the vicious battles for a huge ordnance factory complex in Stalingrad. Includes Chapter O (rules clarifications, new urban terrain types & campaign mechanics), 478 counters and two 31"x45" mapboards (with 1 inch hexes). There are 7 standard scenarios and a huge Red Barricades campaign. **\$60.00**

AH THE LAST HURRAH!
Eight challenging, and sometimes quirky, scenarios from 1939 to 1941 - the heady, dark years of triumph for the German blitzkrieg juggernaut. Contains two mapboards (#33 plus a new #11) & 260 counters (featuring Allied minor infantry & support weapons). **\$40.00**

AH WEST OF ALAMEIN
Features 1264 counters representing British vehicles, ordnance, support weapons and troops from 1939 to '45. Plus Chapter F (rules for desert terrain, arid weather, sun blindness, heat haze, heavy dust, mud, etc.), plus Chapter H notes on British equipment. There are 8 scenarios, five 8"x22" desert mapboards (#25-29), a 7"x 22" escarpment map and six pages of terrain overlays. **\$99.00**

AH YANKS
Obviously this is the American expansion set, it has 1048 counters that contain the usual plethora of AFVs, ordnance, heavy equipment, leaders, NCOs, grunts, and markers. There are four 8"x22" mapboards (#16 to #19), 8 scenarios, chapter E (26 pages of miscellaneous rules - night, weather, ski troops, boats, swimming, air support, gliders, paratroops, convoys, barrages, etc.), plus U.S. vehicle notes for chapter H. **\$90.00**

AFRICAN CAMPAIGN

JED (THE) AFRICAN CAMPAIGN 2nd Ed.
A fast, desperate game of the desert war from late 1940 to early 1942. The mechanics include airpower, fuel supplies, hidden minefields, fortresses, & unit breakdown. With 168 counters and an 11"x32" mapboard. Players must risk their meagre forces for quick strategic gains, or suffer unwanted attrition against stubborn enemy defences. **\$25.00**

GDW BLOODY KASSERINE
Tunisia '43: Rommel's 21st & 10th panzer divisions, newly equipped with Tigers, prepare to roll up the Allies' southern flank. Outnumbered, albeit more combat experienced, the German's could have captured North Africa. Game mechanics include air power, weather, tactical expertise, German infiltration & break-off, poor training, plus variant options - such as Patton's involvement! Contains a 22"x17" map & 176 counters. **\$40.00**

WES DESERT STEEL
A comprehensive simulation dedicated to tactical armour engagements in the desert environment. Detailed mechanics include vehicle facing, combat engineers, and more. With 15 scenarios, plus two 17"x22" variable terrain maps and 480 counters. A card based unit-activation system adds more chrome to an already meaty system. **\$40.00**

GDW RACE FOR TUNIS
Hemmed in by advancing Allied forces on fronts east & west, the African Korps fortify Tunisia with reinforcements from Italy. Following defeat at El Alamein Rommel must save his vital Tunis supply line from an eventual Allied assault. Based on, & fully compatible with the Bloody Kasserine game, the mechanics include optional air drops & amphibious landings, plus multiple scenarios. With a 22"x17" map & 176 counters. **\$45.00**

GDW SANDS OF WAR
Tactical combined-arms combat in North Africa, from 1941 to 1991. Includes 5 pages of 'jump-start' rules for beginners, plus more comprehensive mechanics covering such things as advanced munitions, amphibious vehicles, obstacles, visibility, reaction movement, cohesion, etc. Contains 31 scenarios (8 WW2), ranging from Operation Brevity, to Desert Storm, plus a DYO section. With 880 counters and sixteen 11"x17" maps. **\$80.00**

SANDS OF WAR EXPANSION KIT
Includes new vehicles (from WW2 Italian tanks to modern US Marine amphibious assault & air cushion vehicles), a strategic map & unit-purchase system for campaign play, rules on urban high rises & rubble, five 11"x17" maps, 350+ counters, plus 8 scenarios. **\$40.00**

WESTERN FRONT

GMT AIR BRIDGE TO VICTORY
In an attempt to outflank the formidable German Rhine defenses, troops from the 82nd, 101st & British 1st Airborne are dropped into a narrow corridor from Eindhoven to Arnhem. But the Allies face a race against time if they are to exploit this operation. Battalion level game with rules for initiative, automatic victory, air support, close assault, engineers & integrated maneuver combat. 300 counters, plus 22"x34" & 22"x17" maps. **\$60.00**

VIC AMBUSH!
Designed specifically as a solitaire simulation. A system of Mission Cards & paragraph booklets are used to determine enemy tactical decisions. Unit scale is individual men & vehicles. Ground scale is 10 yards per hex. The player leads a squad of American troops on 8 missions through German-occupied France. Contains 218 counters & two 16"x22" maps. Specific objectives must be reached by the player, whilst the game's solitaire mechanics control the reactions of the enemy. **\$70.00**

MOVE OUT! Module 1
An expansion set with 60 new Character & Vehicle cards plus 11 missions. **\$30.00**

PURPLE HEART Module 2
Features 13 missions (scenarios), two 16"x11" maps, a 16"x22" map, 108 counters, plus 60 new Character & Vehicle cards. **\$55.00**

AH B-17 QUEEN OF THE SKIES
SOLITAIRE Pilot a B-17F over the flak-scarred skies of Germany. Each successful bombing mission allows the crew to gain valuable experience, and after 25 such flights their part in the war is over. But prowling fighters and ferocious ground fire make the odds of surviving slim indeed. With 88 counters & an 11"x16" mapboard. **\$50.00**

GMT BATTLE FOR ITALY: 1943 - 1945
Operational game of the struggle for Sicily and the Italian mainland. This is a bloody big simulation - components include three 34"x22" maps plus 800 counters. Covers the subsequent air and naval conflict in equal detail. More details later, due Aug? **\$99.00**

AH BATTLE OF THE BULGE 3rd Edition.
The thunderous impact of bursting shells ignites the pre-dawn gloom, heralding Hitler's Ardennes offensive. Three German armies slam headlong into the Americans, but their momentum is arrested by a determined defense. The struggle becomes more intense as the Panzer is, already low on fuel, attempt to break the deadlock before Allied reinforcements arrive. This entry-level game contains 194 counters, a 14"x22" mapboard, plus a 40 page book with detailed historical background and playing hints. **\$40.00**

AH D-DAY 3rd Edition
Another redesigned entry-level (that's Avalon Hill's dictum for a beginners game) classic. Big box, quality components, historical battle manual, and a pretty good price - at least for Avalon Hill anyway! Better description provided next catalogue. Due soon? **\$45.00**

JED FORTRESS EUROPA Unboxed
An entertaining game covering the West Front campaign, where both players have an opportunity to achieve victory. The Allies are able to conduct two invasions per game, however the Germans may thwart the landings with their hidden panzer reserves. Includes rules for airpower, paratroops, partisans, volkssturm, mulberries & naval bombardments. With 400 counters and a 22"x24" map. **\$12.00**

3W HITLER'S LAST GAMBLE
In a desperate bid to shatter the inexorable Allied advance, 19 refurbished German divisions attempt to capture Antwerp, and drive a wedge between the English & US armies, by launching an unexpected offensive thru the heavily forested Ardennes in Belgium. This is a comprehensive 'Bulge' simulation, the rules feature a wealth of optional material plus exciting variants. With 800 counters & two detailed 21"x32" maps. **\$45.00**

AH LUFTWAFFE
The objective of the American strategic bombing campaign was the destruction of key industrial and military targets. The Germans best defense against these devastating strikes were their formidable interceptors, but with limited air assets the battle for air superiority would require shrewd judgement of the enemy's objectives. Covers the air war from 1943 to '45. With 277 counters and three 8"x22" mapboards. **\$40.00**

AH MUSTANGS
A new title in the entry-level, Smithsonian Institution series. More details later, due? **TBA**

TGI OBJECTIVE: SCHMIDT
After exploiting a breach in the West-wall, the US 112th Infantry Regiment finds itself isolated deep within Hurtgen Forest, and under increasing pressure from fierce counter-attacks. This tactical recreation features 14 scenarios, a campaign game, four variants (including a Gross Deutschland Tiger platoon), a 22"x34" map (125 yards per hex), and 840 counters (representing platoons & individual AT guns & tanks). **\$55.00**

VIC OMAHA BEACHHEAD
A battalion level game depicting the tense ten day struggle for control of Omaha beach, and a possible American drive toward Saint Lo. Mechanics include naval barrages, air-strikes, armor combat, variable German reinforcements, ranger assaults, resistance nests, etc. With 3 scenarios, a 32"x22" map (1km per hex), and 288 counters. **\$30.00**

OMAHA BEACHHEAD

VIC OPEN FIRE

SOLITAIRE The player commands a U.S. tank platoon, while the hidden German foe is controlled by the game mechanics. With six missions, 210 counters and a 22"x32" map (50 metres per hex). Based on the Ambush! tactical system, the rules feature captured vehicles, close assault, mines, bunkers, morale, improved crew skills, etc. **\$50.00**

GMT OPERATION MERCURY

Operational level game focusing on the air, land, and sea battle for the island of Crete in May 1941. Uses the award winning system from Operation Shoestring, enhanced with mechanics detailing paratroops, amphibious landings, air superiority, automatic victory conditions, and more. With 300 counters and two 34"x22" maps. Due Aug? **\$60.00**

AH PANZER LEADER

Damn fine game of tactical combined-arms combat between swarms of Allied AFVs and the stoic German Kampfgruppen from 1944 to '45. With 20 scenarios, 384 counters (platoons) & four geomorphic 8"x22" mapboards (250 metres per hex). Victory is rewarded to the successful integration of all combat assets - from aircraft to infantry. **\$65.00**

PANZER LEADER 1940 VARIANT

10 scenarios highlight the tactical aspect of Germany's brilliant campaign in France during 1940. The British and French had some superior AFVs, but their combined-arms expertise was inferior to that of the Germans. With 192 silhouette-style counters. **\$18.00**

WES R.A.F.

SOLITAIRE Recreates the Battle of Britain, Hitler's prelude to his projected invasion of England. The player commands the R.A.F. whilst the game system controls the Luftwaffe. Contains 160 counters and a 22" x34" map, plus 134 'Target', 'Event' & 'Force' cards. This is the most intelligent solitaire system available on the market. Each game is difficult, and no one campaign plays the same. **\$60.00**

AH RAID ON ST. NAZAIRE

SOLITAIRE 1.28 AM, March 28th 1942 - a small flotilla of torpedo boats and British commandos began a daring raid on a German-occupied French port. Within in the next few hours this heroic force will have run amok, destroying installations and sinking docked vessels; despite a formidable defense of shore batteries, flak towers, and frantic Stosstruppen. This is a tense game of squad-level combat & demolition where objectives must be eliminated quickly. With 260 counters plus a 16"x33" mapboard. **\$65.00**

VIC SHELL SHOCK

Players begin the game with tactical objectives, before play they 'purchase' the amount of infantry squads they need, and then equip them with a variety of assets (such as barbed wire, artillery support, heavy weapons, fox holes, etc). Components include 5 maps, 540 counters, and 6 variable-ending scenarios. Mechanics include hidden defense, combat saavy, engineers, AFVs, mines, fate, & random events. Based on Ambush! **\$40.00**

WES ST. LO

A month after the Normandy landings the Allies were struggling to break tenacious German resistance in the labyrinthine hedgerows. Concerned about the consequences of a determined counter-attack, the Americans were resolved to capture the fortified town of Saint Lo, and thus prepare the way for operation Cobra. The battalion-level mechanics feature fluctuating troop morale, the role of artillery observation, and the uncertainty of sudden enemy moves. Includes a 34"x22" map & 400 counters. Boxed. **\$25.00**

AH THUNDER AT CASSINO

Vicious skirmishes raged across the steep, rubble strewn slopes of Monte Cassino, whilst in the shattered town below tanks & infantry fought for control of the streets. In the end the Allies would have 80,000 casualties, courtesy of the tenacious 1st Fallschirmjager Division. This game employs a quick simultaneous (area) movement system that maintains traditional action-reaction phases by using alternating fire or move impulses. Unique night and smoke rules promote an exciting game of maneuver and counter-attack. With 478 counters plus a 22"x24" mapboard. **\$40.00**

AH (THE) WAR AT SEA

A great introductory-level game that recreates, in a simple yet elegant manner, the naval war between the Axis and Allied fleets. Individual vessels, represented by 117 large counters, engage in battle for control of the North Sea, Atlantic, Mediterranean and Barents Sea. War at Sea's mechanics promote a tight contest of cunning and bravado that even experienced players will find entertaining! **\$40.00**

WAR AT SEA 2 (Expansion)

Contains a 22"x24" mapsheet (adding the Black Sea, the Caribbean Sea & the Cape of Good Hope), 80 counters featuring more German, Italian & Allied ships (7 Russian, 26 French, 3 Greek, etc), plus variant rules for surface raiders, frogmen & X-Craft. **\$20.00**


EASTERN FRONT

COA EDELWEISS

Recreates the 1942 invasion of the Caucasus: two German armies attempt to capture the petroleum works deep in south-east Russia before a Soviet winter offensive can counter their drive. This is a definitive East Front simulation with excellent mechanics that feature demanding supply rules & peripheral partisan activity. Contains 4 scenarios, a campaign (with a variant-history Order of Battle), 720 counters and four great 22"x34" maps. **\$75.00**

AH PANZERBLITZ

From blitzkrieg to bloody quagmire, the armoured might of Germany & Russia represented the cutting edge of tactical weapons technology. Their tanks were the feared knights of the mechanical battlefield, machines of war designed for mobility and destructive prowess alone. This classic game features 12 scenarios of company & platoon level tactical combat. With 352 counters (which includes infantry, AT guns & light vehicles) and four geomorphic 8"x22" mapboards. **\$60.00**



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11 5
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1 1
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11 5
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PRELUDE TO DISASTER



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5 1 1



46Pz
505
5 5 2



2SS
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[+2]



48Pz GD
36GD
3 4 2



ZITADELLE

COA PRELUDE TO DISASTER

May 1942, 4 Soviet armies shatter the south Ukraine front. Hammering the stunned German defenders, this vengeful juggernaut prepares to liberate Kharkov and seize the Dnepr River crossings. German reinforcements, assembled for operation Fredericus, are rushed into battle to try and encircle the Russian offensive. Mechanics include airpower, partisans, variant forces, plus optional (historic) command restrictions. With 720 counters, one 22"x34" map (5 miles per hex), each turn equals 2 days. Due soon? **\$50.00**

AH RUSSIAN FRONT

Recreates Operation Barbarossa - Germany's attempt to add a huge slab of eastern real estate to its Empire. Players can choose between 3 scenarios, or the obligatory mother-of-all-campaigns. Features basic, advanced & optional rules, with the inclusion of naval & air assets. Combat occurs within the hex (units suffer incremental losses), and can take more than a round to resolve. With 518 counters and a great 32"x22" mapboard. **\$65.00**

JED RUSSIAN CAMPAIGN Series II

This simulation allows players to enjoy the desperate ebb and flow of strategic warfare in Russia without being encumbered by a plethora of rules. The award-winning mechanics capture the bold energy of Blitzkrieg and the chilling ferocity of winter warfare. With 252 counters and a 24"x22" mapboard. A very entertaining and hard-fought campaign game for both beginners & veterans alike, still highly recommended after all these years. **\$25.00**

GDW STAND AND DIE

Borodino, Oct. 1941 - lead elements of Hitler's military machine make a desperate lunge for Moscow before Soviet reinforcements, and a severe winter, finally blunt the offensive. Because of the high proportion of armored and motorised units, this is a very fluid game that presents an ever-changing tactical situation. Mechanics include air support, and engineers, plus substantial differentiation of the weapons involved. With 650 counters (company level), and two 19"x28" mapboards (500 meters per hex). **\$99.00**

AH TURNING POINT: STALINGRAD

Uses semi-simultaneous movement to recreate the dazzling initial German breakthroughs which almost won Stalingrad in the opening days of battle, only to be turned by valiant resistance from the last defenders. Unique battalion-level combat mechanics prompt shock penetrations, explosive overruns & costly stalemates. Includes variable day-night impulses, solitaire suitability, and the dreaded (optional) Sudden Death Victory Conditions. With a lavish 16"x44" mapboard (area movement) & 394 counters. **\$65.00**

STALINGRAD EXPANSION KIT

Contains 96 new unit counters and 120 extra game markers. These formations are in the parent game's campaign Order of Battle, but miserly Avalon Hill didn't include 'em. **\$12.00**

3W ZITADELLE

July 1943 - Hitler's most powerful armoured legions were ordered to sever the Kursk salient, instead they smashed headlong into a staggered defense, as deep as 110 miles in places, and bristling with weapons. Germany's destiny would be forever doomed. Components include a 34"x22" map and 400 counters (at brigade, regiment & battalion level). Turns consist of air, anti-tank, counter fire, assault, and movement phases. **\$45.00**

PACIFIC THEATRE

VIC BATTLE HYMN

SOLITAIRE Man-to-man combat between the tenacious Japanese and nuggety U.S. Marines. The mechanics allow the fanatical Japs to respond tactically to all player strategies in an intelligent manner (ie: grab some mines & throw themselves under a tank). All the combatants controlled by the player are individually rated for initiative, perception, command & vehicle/weapons skills. Features 8 scenarios, 218 counters, 3 maps (10 yards per hex) & 90 character-vehicle cards. Uses the Ambush! system. **\$40.00**

LEATHER NECK

Battle Hymn expansion set containing 4 comprehensive missions, rules clarifications & errata, 60 new Character-Vehicle cards, 108 counters and two 8"x22" maps. **\$15.80**

VIC CARRIER ***
SOLITAIRE Covers the southwest Pacific naval campaigns from 1942 to '43. The game system mimics historical Japanese tactics based upon randomly determined objectives, missions & force strengths. Mechanics include radar, night battles, air searches, surprise attacks, limited intelligence, an amusing (and downright lethal!) 'Final Countdown' variant engagement, scenario generation and much more. Components include a 22"x32" map (33 miles per hex), and 780 counters (individual ships or groups of 8 aircraft). **\$75.00**

OME CARRIER WAR ***
 Strategic & operational level campaign game that covers the war from late 1941 to '44. Includes Allied & Japanese air, land & sea assets. The mechanics feature monthly turns, strategic bombing, airborne & amphibious operations, army intelligence, engineers, naval repairs, forts, air searches, subs, solitaire-play options, and much more. With 3 levels of rules complexity, 7 scenarios, a big campaign, 800 counters and a 22"x30" map. **\$50.00**

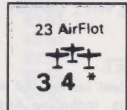

AH FLAT TOP ***
 An exhausting and tense simulation of the Solomon Sea battles in '42. The hidden movement & aircraft endurance system will test every player. Mechanics include variable aircraft ordnance, carrier & base readying & launch abilities, weather, high/low altitudes, air interceptions, etc. Although often frustrating, patient players with a penchant for book-keeping will really enjoy this. 5 scenarios, 1300 counters & a 28"x44" mapboard. **\$80.00**

AH GUADALCANAL *
 Covers the 1942 battles of East Solomons, Santa Cruz, and of course Guadalcanal - the Japanese were outnumbered in the air, but had a more powerful fleet. The mechanics feature hidden movement on 2 identical searchboards - here players use aircraft to probe for enemy ships. Once discovered, surface vessels must prepare to tangle with swarms of bombers, or duel with mighty battleships on a separate battleboard. Due Oct? **\$45.00**

AH (OLD) MIDWAY *
 American and Japanese fleets ply the ocean in search of prey, their carrier-borne aircraft ready to blow the elusive enemy out of the water. This game features a nail-biting hidden-movement system whereby players must send planes on 'Search & Destroy' missions to flush out enemy vessels. With 3 levels of complexity, 235 counters, a 14"x22" Searchboard and a 14"x22" Battleboard. A classic game for beginners. **\$25.00**

AH (NEW) MIDWAY *
 Not to be confused with the above title - this Smithsonian Institution series game plays on one standard board. In 1942 the Japanese hoped to lure the outnumbered U.S. fleet to its doom off the island of Midway, however the Yanks had decoded their messages and were thus prepared for the battle. Includes basic and optional advanced rules, an historic illustrated battle manual, and more. Further details next catalogue. Due Aug? **\$45.00**

GMT OPERATION SHOESTRING ***
 Company-level game of the battle for Guadalcanal. The air and naval conflict is fully integrated with the ground fighting. Mechanics feature engineers, Japanese hidden units, limited US intelligence, close assault, naval bombardments, Banzai charges, automatic victory conditions, fatigue, supply, etc. With a 22"x34" map (1 mile per hex) and 600 counters. An evenly-matched contest for 1 to 4 players. **\$65.00**

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VICTORY IN THE PACIFIC

VIC PACIFIC WAR ***
 A meaty campaign game of the Allied struggle against Japan, from 1941 to '45. The Japanese player must move decisively, and prepare for the eventual backlash from a rejuvenated Allied war machine. But with a very astute strategy, and careful resource management, the Emperor will indeed be able to sip his green tea by Sydney harbor. With 20 scenarios, 2340 counters, and two 22"x32" maps. Includes fully integrated air, land and naval mechanics, as well as a streamlined logistics system. **\$100.00**

VIC TOKYO EXPRESS ***
SOLITAIRE A game of the desperate nightly naval battles fought off Guadalcanal in '42. The US player must select and employ task forces to hunt down Japanese merchants, but must be wary of prowling enemy warships. With 3 levels of complexity, a 2 player game option, 676 counters, one 22"x32" map and 120 Gunner cards. **\$80.00**

AH VICTORY IN THE PACIFIC *
 A 'War at Sea' style Pacific war campaign game (1941 to '45). The emphasis is on entertainment value rather than grueling mechanics. Play is fast-flowing and quite intense as players maneuver their land, air & sea assets over the 22"x28" (area movement) mapboard. Contains 318 large counters that concentrate on individual naval units. **\$55.00**

TSR WWII - PACIFIC THEATRE ***
 A strategic-operational level campaign game that covers the conflict from 1937 to '45, including the peripheral land battles that were fought on the Asian mainland. Mechanics include island hopping amphibious operations, carrier raids, industry, and the impact of subs. Features monthly turns, 11 scenarios, 1200 counters, and two great 23"x34" maps (100 miles/hex). It can be played in conjunction with WWII - European Theatre. **\$85.00**

POST WORLD WAR II

VIC FLASHPOINT: GOLAN! ***
 The fifth Arab-Israeli war begins around the Golan Heights & the Jordan River Valley. A Scenario Generation System determines the parameters of this conflict in a random, yet logical fashion - victory conditions, allied-nation support, UN action & superpower intervention, are all variable. The mechanics feature battlefield salvage, cruise missiles, engineers, special munitions, amphibious operations, artillery ammunition depletion, etc. With two setpiece campaigns (involving Israel, Jordan & Syria), 780 counters (regiments, brigades & battalions), plus two 22"x32" maps (4kms per hex). **\$80.00**

AH KREMLIN **
 3 to 6 devious players attempt the treacherous climb up to the pinnacle of the Soviet Politburo. Power politics have never been so brutally humorous, as ambitious ministers vie for the position of Party Chief. The prospect of a sudden backstab from a ruthless comrade, and a one-way trip to the Siberian salt mines will keep everyone on edge. A satirical card-based boardgame, although dated, for an entertaining evening! **\$50.00**

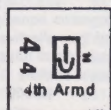



KREMLIN - REVOLUTION
 An expansion kit based on the 1923 twelfth Party Congress. Features 34 new Intrigue cards plus 26 historic personality cards. **\$20.00**

VIC (THE) KOREAN WAR **
 Operational-level simulation of the first year of the conflict. The North Korean invasion can be compromised by UN airdrops or an amphibious counter-invasion, but these in turn may unleash the Chinese hordes. Western firepower is pitted against a numerically superior enemy. With 520 counters, two 22"x32" maps and 6 scenarios. **\$40.00**

GDW (THE) SANDS OF WAR ****
 Tactical combined-arms combat in North Africa, from 1941 to 1991. With 31 scenarios (23 post WW2), plus a complete DYO section. See page 7 for further details. **\$80.00**

GMT SILVER BAYONET ***
 Vietnam 1965 - an NVA Division attempts to capture Pleiku from a stunned II Corps. The 1st Cav, fully airmobile but untried in combat, is rushed to the Central Highlands to arrest the enemy's momentum. This company level simulation includes automatic victory conditions, close assault, gunship support, hidden NVA units, limited US intelligence, etc. Contains 200 counters, a 22"x34" map, 12 scenarios & "What if?" variants. **\$50.00**

3W SS AMERICA **
 Case Geld - the Axis invasion of America. Game mechanics feature national morale, technological developments & specialised units. Scenarios include variable 1941, '44, '46 & '49 invasions. Contains 800 counters (representing regiments, divisions, corps, fleets & air groups) plus four 22"x33" maps (from Alaska to Colombia). **\$55.00**

			
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FLASHPOINT: GOLAN!

3W TOMORROW THE WORLD **
 In 1948 the victorious superpowers of Germany and Japan, plus an assortment of foreign legions, prepare to slug it out for total global domination! Features land, air & naval assets, with optional rules for rebellions & nuclear strikes. Contains 5 scenarios, a grueling campaign game, 400 counters, and a 22"x34" mapsheet. **\$25.00**

VIC VIETNAM 1965-1975 ****
 This war would require both a military and political victory - the U.S. commanders had to contend with a wily enemy and the temperamental morality of the American population. Players require careful planning to win, as the game mechanics realise the manifold difficulties that the combatants faced. With 780 counters and two 22"x32" maps. **\$60.00**

WORLD WAR THREE

GDW AIR SUPERIORITY **
 A superb simulator of modern aerial combat. 240 counters represent 30 different aircraft types, from the F-104S Starfighter to the stealthy F-19A. Contains four 10"x15" maps, and 30 scenarios (3 of which are solitaire). Game mechanics include gun combat, missiles, radar, electronic warfare, fuel consumption, and weather conditions. This popular game is suitable for two or more players. **\$55.00**

AIR STRIKE **
 An expansion set for Air Superiority that introduces air support & ground strike missions, as well as specialty aircraft, anti-aircraft defenses plus terrain-following flight. Contents include 480 counters (featuring 32 new aircraft types, 38 different AA systems & various ground targets), six 10"x15" maps, plus 25 scenarios. **\$55.00**

GUNSLINGER **?
 For further information, refer to **THE SPEED OF HEAT** listing on the following page.



AH ATTACK SUB

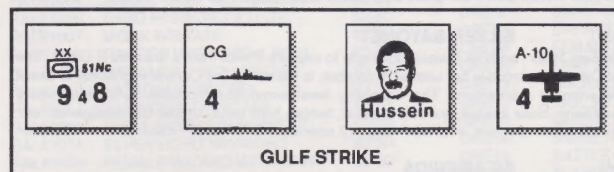
A simple and fast playing two-player card game of submarine warfare that utilises 48 Ship data briefs & 128 Action cards (which determine contacts, firing formulas, etc). 13 scenarios cover all manner of engagement, from lone subs stalking prey, to combined fleet engagements. A very entertaining game that only takes 10 to 60 minutes. **\$25.00**

GDW BATTLEFIELD: EUROPE

With the collapse of Soviet power in Europe, the smaller nations unleash their long suppressed desire to reconstitute ancient borders. Contains 15 tactical scenarios covering a diverse selection of conflicts between Rumania, Hungary, Turkey, Germany, Greece, Poland, the Baltic States, etc. With four 11"x17" maps and 700 counters. **\$60.00**

VIC CENTRAL AMERICA

South American gunship diplomacy; 25 scenarios (with a DYO section) detailing covert, guerrilla, insurgency & conventional military operations. This is a game of variable intensity combined-arms conflict in sub-tropical terrain. With 780 counters (representing the armed forces of over 17 nations) and a rugged 32"x22" map. Mechanics include Arcite strikes, paratroops, amphibious assaults, weather, supply, and chemical warfare. **\$50.00**



GULF STRIKE

GMT CRISIS: KOREA 1995

Features a fluid, flexible air/land system with variable combat options. With 600 counters (the U.N., U.K., Aust., etc), multiple scenarios, and two maps. Due Aug/Sept? **\$70.00**

AH FIREPOWER

Man-to-man warfare in the European and third-world environment. Recreates squad-level actions, concentrating on the impact of modern weapon systems and their effective deployment. Features squad organisation tables for over 50 nations, three levels of rules complexity, some solitaire scenarios, 216 counters (representing individual soldiers & vehicles), and four 8"x22" mapboards (5 yards per hex). **\$60.00**

AH FLIGHT LEADER

2 to 8 pilots engage in aerial dueling from 1950 Korea to the 1990's Europe. The fast-playing rules allow for solitaire dogfights as well as more complex multi-flight battles. With 520 counters (over 200 aircraft types) and an amazing 22"x32" mapboard. **\$50.00**

VIC GULF STRIKE 3rd Edition

The battle for the Persian Gulf at both operational and strategic level - players must maintain regional sea & air lanes to keep front-line forces supplied & reinforced. Integrated air, land & naval mechanics allow for massive coordinated operations. Features engineers, artillery (including rocket), air defense, special forces, NBC capable units, dozens of aircraft types, and individual ships. Contains 1240 counters (representing 16 nations), five maps, seven scenarios, plus a Desert Shield update kit. **\$80.00**

GMT HORNET LEADER

SOLITAIRE The player leads an F18A Hornet squadron on a variety of missions - naval strikes, fleet air defense, ground attack, etc. Every mission runs differently when replayed, and can be finished in under half an hour, with up to 5 hours required for each of the 9 campaign games. Contains 200 counters, 110 great illustrated cards and a 22"x17" Combat Display. Quite an engaging, colourful game for those with limited time. **\$60.00**

AH MBT

An excellent tactical game of European combined-arms combat. Mechanics include thermal sights, AT guns, missiles, artillery barrages, variable ordnance capabilities, gunships, minefields, smoke, barbed wire, entrenchments, camouflage, fighter-bombers, air mobility, unit integrity, troop quality, doctrine, command-control, etc. With 436 counters (squads & individual vehicles), four 8"x22" mapboards (100 meters per hex), 3 levels of rules complexity, plus platoon, company & battalion organisational tables. **\$70.00**

SUP SUPREMACY

Two to six megalomaniac players each control a superpower whose inexhaustible avarice and political paranoia prompts it to seek global domination! Conquest is achieved thru a zesty blend of economic, political & military strategies - shrewd resource development can be just as vital as a naval blockade. Contains a 30"x 20" gameboard, a wad of play money, 65 Resource cards, and lots of plastic markers (for armies, fleets & nukes) **\$90.00**

SUPREMACY RULES 3.0

The latest edition rulebook, more details later - due Aug?

\$10.00

THE MIDDLE POWERS

Two new strategic powers - Australasia & Canarctica. With 216 plastic markers. **\$30.00**

THE HIGH TECH EDGE #2

Increases the power of strategic nukes, L-stars, neutron bombs & killer satellites. **\$40.00**

MEGA SUPREMACY RULEBOOK

186 page softcover detailing the rules introduced in the eleven original boxed supplements. Includes new mechanics, detailed turn phases, lots of charts & tables, etc. **\$45.00**

AH TAC AIR

American & German forward deployed forces must stop the invading Soviets from breaking through the Hof Gap. Although the theme is dated, this is a damn good air-land game that captures the essence of fast moving & hard hitting combined-arms strategy & tactics. With 13 scenarios (from Brigade skirmishes to Divisional conflicts), 520 counters (battalions, aircraft flights & batteries) and a 32"x22" mapboard (1 mile per hex). **\$70.00**

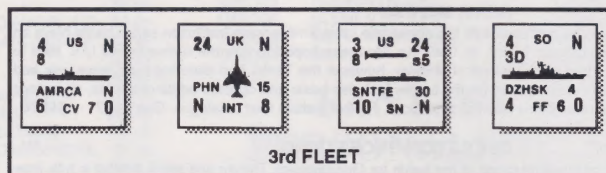
COA THE SPEED OF HEAT

Produced by the exceptional Clash of Arms, this game was to be GDW's Gunslinger, but some serious in-house squabbling ended that marriage! We know very little about this beast, except that it's a tactical air-to-air simulation set during Korea and Vietnam. Components include a 72 page rulebook with programmed instruction for beginners, and 240 utterly arty counters. It may be due October, perhaps (hopefully). **\$70.00?**

GMT THUNDERBOLT & APACHE LEADER

SOLITAIRE Same system as Hornet Leader, but with an obvious change in hardware, highlighting teams of nuggety ground-attack weapons. Players select the aircraft, weapons, tactics & crews to defeat a host of encounters - anything from busting tank columns, to dueling with hunting gunships. Components include 300 great counters, 110 superbly illustrated cards, and a 17"x22" combat display. Quite intense! **\$65.00**

THE FLEET SERIES



3rd FLEET

VIC 2nd FLEET

Each counter represents individual ships or aircraft squadrons. Time scale is 8 hours per turn - map scale is 46 nautical miles per hex. Three levels of rules complexity are comprehensive, but not unwieldy, covering everything from paratroops & tactical nukes, to vessel replenishment & satellite detection. This game covers a desperate war of attrition in the North Atlantic during WW3. Contains 644 counters (from 7 nations), two 22"x32" maps, and 10 scenarios. **\$75.00**

VIC 7th FLEET

The Far Eastern Soviet fleet lashes out at Japan and her neighbors. Contains 740 counters (from 11 nations, including Australia), three 22"x32" maps, 9 one-map scenarios, and 4 advanced campaign games. The rules include shallows, drift ice, cruise missiles, limited detection, AEW aircraft, in-port replenishment, minelaying, etc. **\$85.00**

VIC 5th FLEET

This beast covers the conflict in the Indian Ocean - from the Persian Gulf to the Strait of Malacca. Political options highlight the variable alliances of India, Iran & Indonesia. Components feature 740 counters (representing 21 nations), three 22"x32" maps, 9 scenarios and 3 three-map campaigns. Mechanics include deep-diving Soviet subs, weather, sea-skimming SSMs, minesweeping choppers, mid-air refueling, etc. **\$85.00**

VIC 3rd FLEET

A medley of naval operations with three 32"x22" maps - the cold North Pacific Aleutian Islands, the mother of all Caribbean Cuba-crises (what American paranoia?), and a monster slugfest in the eastern Atlantic. Features 740 counters (from 15 nations, with each unit evaluated in 10 different areas of modern combat), and 12 one-map scenarios (3 being advanced). New mechanics include stealth aircraft, torpedo decoys, fast SSM's, long range SAM's, the Soviet Tbilisi carrier, and U.S. seawolf submarines. **\$80.00**



BATTLETECH

31st Century tactical combat system set in a empire-splintered galaxy where five massive Successor States battle for ultimate control. In this violent epoch the dark gods of war are the Battlemechs: huge ambulatory weapon platforms bristling with an array of ultra-tech armaments and piloted by the military's elite - the new knights of the battlefield.

FAS BATTLETECH 2nd Edition **
A game of future war, conducted by awesome war-machines on the hostile terrain of alien planets. Battles are simply a contest of survival, but to the victor come great spoils - water and the remnants of lost technology. Components include 48 color 'Mech counters, 120 markers, two 22"x18" maps, and the 104 page Battletech Manual (with Aerotech & Citytech rules). Highly popular with the miniatures crowd, ideal for group play. **\$35.00**

FAS BATTLETECH 3rd Edition **
Features updated mechanics from the Battletech Compendium, introductory scenarios, pregenerated 'Mech record sheets, plus about 14 plastic 'Mech miniatures. **TBA**

FAS AEROTECH Boxed Supplement
Introduces the mechanics for atmospheric & orbital combat using Aerospace fighters & Dropships. Contains 224 counters plus a 22"x36" map, boxed. **\$40.00**

AEROTECH KIT
As above, but without the rulebook & box. **\$15.00**

FAS BATTLEFORCE Related Boardgame
Covers small unit actions in the 31st Century. Future warfare with formations of AFVs, infantry, air support assets, artillery and the much feared Battlemechs! Uses a system of hidden unit identity and multiple combat-ratings. With 450 counters (platoon/company level) and two 22"x34" maps. This is a complete game, not a supplement. **\$60.00**

FAS BATTLETECH REINFORCEMENTS II Boxed Supplement
Contains colour 'Mech counters plus record sheets from the Tech' Readout #3050. **\$40.00**

FAS BATTLETROOPS Related Boardgame
A fast simulation of tactical platoon actions in the urban environment. 2 or more players engage in furious battles for the streets using individual soldiers, 'Mechs, vehicles & heavy weapons - here the once unstoppable 'Mechs become prey for smaller, faster predators! With four 22"x33" maps, 56 free-standing counters & 200 markers. **\$45.00**

CLANTROOPS
Expansion set that introduces the Clan invasion to Battletroops. Features rules for new terrain, weapons, equipment, and both Inner Sphere & Elemental battle armour. Includes 16 scenarios, Over 150 colour counters, and five bland 22"x34" mapsheets. **\$35.00**

FAS CITYTECH Boxed Supplement
Urban combat rules for BATTLETECH. Introduces infantry and an array of conventional fighting vehicles. With 256 colour counters and two 22"x17" maps. Boxed. **\$50.00**

CITYTECH KIT
As above, but without the rulebook & box. **\$15.00**

FAS SOLARIS VII Boxed Supplement
Source material for Battletech & the Mechwarrior RPG detailing a mercenary world devoted entirely to spectacular gladiatorial contests, and the machiavellian intrigues of courtly politics. Contains a colour tour of the city, five Great House Arena maps, a Game World Gazetteer (personality profiles of the premier stable patrons, etc.), a gamemaster's guide, and the battleMech Dueling System featuring new tactical options. **\$60.00**

FAS THE SUCCESSION WARS Related Boardgame
Five powerful, and power-hungry, Successor States of the Star League fight four stellar campaigns for the position of Star Lord. Contains 480 counters (with 115 'Mech Regiments), 48 Event cards, a wad of money and a 22"x34" map. This is a multi-player strategy game of bloody confrontations, mighty alliances and terrible deceit! **\$60.00**

BATTLETECH SUPPLEMENTS

(THE) BATTLE FOR TWYXCROSS 15 violent scenarios following the dramatic rise and fall of the infamous Falcon Guards, from Clan Jade Falcon. **\$18.00**

BATTLETECH COMPENDIUM A 150 page softcover containing a wealth of new rules & clarifications, plus data on Star League & Clan technology, etc. **\$20.00**

BATTLETECH MAP SET Contains Six 22"x18" maps - 1 each of scattered woods, city ruins, desert hills, mountain lake, plus the Citytech & Battletech maps. **\$40.00**

BATTLETECH MAP SET #3 Eight 18"x22" mapsheets depicting desert mountains (2), desert sinkholes (2), rolling hills (2) and city (residential) hills. **\$35.00**

BATTLETECH MAP SET #4 Eight more 18"x22" maps featuring heavy forest (2), city streets (2), large lake (2), and a drainage basin (2). **\$35.00**

McCARRON'S ARMORED CAVALRY A collection of scenarios and historic data, plus a campaign-length game with optional rules for creating deadly installations. **TBA**

'MECH RECORD SHEETS #1: LIGHT Individual pregenerated record sheets for 54 different 'Mech types, each containing an Armor diagram, individual vehicle data, a critical hit table, and a heat scale. **\$16.00**

'MECH RECORD SHEETS #2: MEDIUM 60 'Mech variants. **\$16.00**

'MECH RECORD SHEETS #3: HEAVY 72 'Mech variants. **\$16.00**

'MECH RECORD SHEETS #4: ASSAULT 50 'Mech variants. **\$16.00**

'MECH RECORD SHEETS 3025 Record sheets from Tech' Readout 3025. **\$16.00**

'MECH RECORD SHEETS 3055 I think the title adequately explains all. **\$16.00**

MORE TALES OF THE BLACK WIDOW An older, voluptuous Natasha Kerensky and her mercenary band kick some serious Clan ass! With 15 scenarios. **\$18.00**

OBJECTIVE RAIDS Provides data on the garrisons plus commercial & military facilities of more than 100 planets in the Inner Sphere - for quick 'n' dirty raids! **\$30.00**

PLASTECH 16 1/300th scale plastic 'Mechs - ideal size for the BT map sets. **\$35.00**

TECHNICAL READOUT #1 3025 Detailed game statistics and hard tech data for 55 'Mechs variants, plus smaller conventional vehicles, combat aircraft, etc. **\$25.00**

TECHNICAL READOUT #2 3026 Good sourcebook on combat equipment & weapons for the individual soldier, as well as details on tanks, naval vessels, etc. **\$27.00**

TECHNICAL READOUT #3 2750 Game data on earlier 'Mechs types, aircraft, tanks, hovercraft, personal equipment and starships. **\$25.00**

TECHNICAL READOUT #4 3050 Information on Clan equipment, plus the Inner Sphere response. Includes construction, electronics, Omnifighters & BattleArmor. **\$30.00**

TECHNICAL READOUT #5 3055 Illustrations (some in colour), descriptions & statistics for Inner Sphere 'Mechs, Clan OmniMechs, Omnifighters, second-line Battle-Mechs, and refits - over 70 new weapons of mass destruction at your fingertips! **\$30.00**

VEHICLE RECORD SHEETS Pregenerated record sheets for all the conventional military vehicles introduced in the tech' readouts #2750, 3025 & 3026.

BATTLETECH NOVELS

WOLF PACK		\$10.00
LETHAL HERITAGE	Blood of Kerensky Vol. 1	\$10.00
BLOOD LEGACY	Blood of Kerensky Vol. 2	\$10.00
LOST DESTINY	Blood of Kerensky Vol. 3	\$11.00
WAY OF THE CLANS	Legend of Jade Phoenix Vol. 1	\$10.00
BLOOD NAME	Legend of Jade Phoenix Vol. 2	\$10.00
FALCON GUARD	Legend of Jade Phoenix Vol. 3	\$10.00

See **MECHWARRIOR** (in Roleplaying section) for more **BATTLETECH** related products.

CAR WARS

STE CAR WARS DELUXE **
A fast-playing family game of automobile combat on the freeways in the year 2040. Players design armoured and armed vehicles, then employ them on the road in a delirious frenzy of mindless mayhem, harrowing havoc and bloody vengeance. Contains 300 cute colour counters, 1 city map, 1 truck stop map, and 6 road maps. Includes rules for armed pedestrians, fortified trucks and motorbikes with sidecar weapon-pods. **\$60.00**

CAR WARS COMPENDIUM
A collection of rules from the Deluxe set, Boat Wars, Dueltrack, the Uncle Albert's Catalogues, and Autoduel Quarterly. Includes an index & reference cards, 112 pages. **\$40.00**

MINI CAR WARS
A cute little introductory game with only 17 paper counters & some tiny roadmaps. **\$2.50**

VEHICLE DESIGN SHEETS
60 record sheets for cars, bikes & boats - with control/crash tables, etc. **\$15.00**

MIDVILLE
Contains four big, linked 21"x32" maps that emphasize the central business district. **\$25.00**

CW EXP. SET #1 124 counters and 24 paper road sections **\$12.00**

CW EXP. SET #8
Introduces Helicopters to the game. With 19 counters & two 21"x32" colour maps. **\$10.00**

MUSKOGEE MAYHEM
A monster, grueling duelling track that features homicidal hitchhikers, berserker cycle gangs, killer clowns & more! With 88 colour counters & four 21"x32" maps. **\$35.00**

RENEGADE LEGION

FAS INTERCEPTOR **
Set in a dark future where the rebel Commonwealth battles the tyrannical Terran Over-Lord Government and its New Rome empire. This is a detailed tactical starship combat simulator that features detailed flow-chart internal damage rules and a wide selection of variable-penetration weapon systems. Includes 156 counters & two 21"x35" maps. **\$60.00**

THE FIRE EAGLES Contains 15 scenarios. **\$15.00**

T.O.G. FIGHTER BRIEFING Histories, statistics & illustrations for 20 ships. **\$18.00**

COMMONWEALTH FIGHTER BRIEFING As above. **\$18.00**

DISTANT FIRE A campaign scenario book of the battle for Gustaviv's Regret **\$20.00**

FAS LEVIATHAN **
Features the same excellent system as Interceptor, but concentrates on the lethal slugfests fought out between awesome kilometer-long Capital Ships, and smaller fleet support vessels. Includes a comprehensive damage system, two 22"x34" maps, 22 3D counters & 320 standard counters. Can be played in conjunction with Interceptor. **\$60.00**

LEVIATHAN CAPITAL SHIP BRIEFING Historic and statistical data on 55 battleships, cruisers, frigates & interceptor carriers, with illustrations. **\$25.00**

THE WAKE OF THE KRACKEN A campaign history with 15 scenarios **\$18.00**

DISTANT FIRE A campaign scenario book of the battle for Gustaviv's Regret **\$20.00**

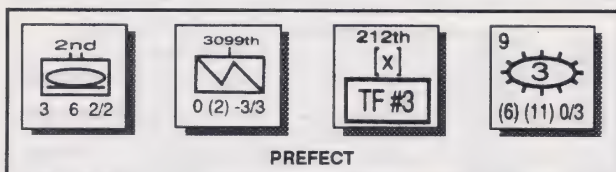


FAS CENTURION 2nd Edition **
A superb simulator of future tactical air-land combat - rife with GravTanks, Bounce Infantry, Hell Rounds, Thor Anti-Tank Satellites, and other such family favorites! The mechanics feature a detailed flow-chart damage system, variable-penetration munitions, and excellent vehicle designs. Contains an array of game markers, two double-sided 21"x34" maps, and 36 plastic 1/285th scale miniatures. Can be used in conjunction with Interceptor, Leviathan & Legionnaire. **\$60.00**

(TOG) CO-HORT PACK **\$40.00**
Fifty-four 1/285th scale plastic vehicles - 18 Horatius, 9 Romulus, 18 Aeneas & 9 Lupus.
RENEGADE LEGION CO-HORT PACK **\$40.00**
Fifty-four 1/285th scale plastic vehicles - 18 Liberator, 9 Spartius, 18 Wolverine & 9 Viper.
HARBINGERS OF DEATH 11 scenarios. **\$18.00**
2ND ARMORED CAVALRY REGIMENT 12 scenarios. **\$18.00**
CENTURION VEHICLE BRIEFING History & statistics for 50 AFVs. **\$22.00**
DISTANT FIRE A campaign scenario book of the battle for Gustaviv's Regret **\$20.00**

FAS PREFECT **
An ambitious boardgame that covers complex operational-level planetary invasions. The mechanics allow for covering naval forces, orbital bombardment platforms, troop drops, bridgehead supply, artillery, fatigue, engineers, space combat, and more. Components include an operational briefing book, over 800 counters, a 21"x34" planet map, a 21"x34" system map, several scenarios, DYO invasion options, and campaign notes for incorporating the Interceptor, Leviathan, and Centurion games. **\$60.00**

SHANNEDAM COUNTY SOURCEBOOK **\$27.00**
Introduces the 40 major & 46 minor systems located in Shannedam - each location has its history, geography, industrial facilities & military units described. 120 pages.



STAR FLEET BATTLES

TAS STAR FLEET BATTLES BASIC SET ****
This boxed set contains a 224 page rulebook (with an introductory section), a 24"x20" starmap, 216 counters and a 48 page SSD book (vessel stats). SFB is a sprawling multi-player campaign game wherein 7 galactic empires compete in the exploration & conquest of space. Features a very detailed tactical combat system. **\$65.00**

TAS CAPTAIN'S EDITION RULEBOOK ****
This comprehensive, and rather expensive, boxed set contains the Star Fleet Battles Basic Set rulebook described above, as well as the rulebooks from Advanced Missions, New Worlds I, and New Worlds II. Includes various reference charts, etc. **\$90.00**

TAS ADVANCED MISSIONS ****
Boxed rules expansion with a 192 page rulebook (passive fire control, catastrophic damage, advanced drones, the deadly mauler, rapid-fire plasma guns, super computers, elite crews, legendary commanders, gravity waves, ion storms, supernovae, new monsters, etc.), a 144 page SSD book (100+ new ships), 20 scenarios & 216 counters. **\$65.00**

CADET TRAINING MANUAL An introductory SFB system-primer for novices. **TBA**
CAPTAIN'S LOG #9 80 page SFB quarterly (?) book with scenarios, new SSDs, essays on tactics, a 20"x24" colour open-space map, and more. **\$20.00**

CAPTAIN'S MODULE B Contains six strange 22"x29" starmaps - including an asteroid belt, an asteroid field, a ringed gas giant, a black hole, plus scenarios. **\$10.00**

CAPTAIN'S MODULE J: Fighters Includes rail-launched anti-drones & new carriers, drones, fighter pods, etc. 80 pgs of rules, 48 pgs of SSD's & 324 counters **\$40.00**

CAPTAIN'S MODULE K: Fast Patrol Ships Contains new rules for engine endurance, Deathriders (suicide PFs) & PF crew quality. With scenarios, SSD's, etc. **\$40.00**

CAPTAIN'S SSD PACK Contains all SSD's from the Basic Set, Advanced Missions, plus New Worlds I & II - over 300 starships. With damage & impulse charts. **\$40.00**

MODULE D1: Veteran's Master Ship Chart Details every ship listed in the Commander's SFB, and all the issues of Starletter. **\$9.50**

MODULE P1: Frax Includes a new minor race, 8 scenarios, new SSD's, etc. **\$9.50**

MODULE P2: X-Ships X-Ship rules, SSD's, etc. Plus the Romulan Civil War. **\$9.50**

MODULE P3: Scenarios **\$9.50**

NEW WORLDS I 48 page book detailing the Hydran Kingdom, the Lyran Star Empire & the Wyn Star Cluste. Includes 64 page SSD book, 108 counters, plus scenarios. **\$30.00**

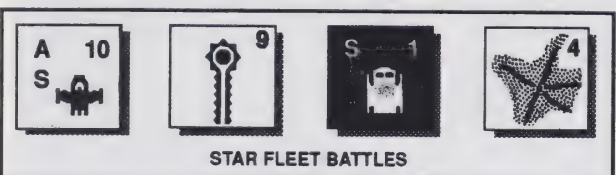
NEW WORLDS II 64 page book describing the Andromedan invaders, the Neo-Tholian 312th Battlefleet, & the Interstellar Concordium. With SSD's & counters. **\$30.00**

SCENARIOS BOOK #1 Module S1: 51 scenarios, with an asteroid-belt map. **\$20.00**

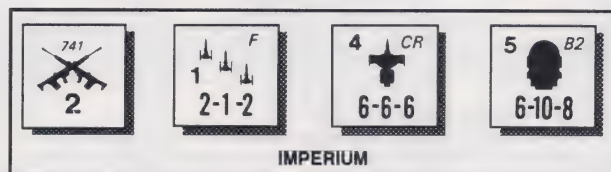
STAR FLEET MISSIONS A fast beer 'n' pretzels card game version of SFB. **TBA**

TACTICS MANUAL - CAPTAIN'S EDITION 112 page book that provides information on winning battles through power & energy, fire power, maneuver, foreign race tactics, ship class tactics, and special subjects (cloaking, EW, mines, etc). **\$30.00**

TOURNAMENT BOOK 1991 Features tournament rules & Cruiser SSDs, player charts (turn impulses & damage/energy allocation) , plus 216 counters. **\$12.00**



HERE'S THE REST OF 'EM...



GAM ADVANCED SPACE CRUSADE **
This game, despite the title, is NOT a supplement for Space Crusade (down the bottom of this column). Recon and Assault squads of Space Marine Scouts are inserted into the immense living bio-construct ships of the invading Hive Fleet Kraken. Their mission is to explore the intestinal labyrinths within, fighting off the powerful Tyranid warriors of the Hive Mind, searching for vital organic devices to sabotage. Encounter cards are used for ship exploration, ensuring that no two games are the same. Includes 21 plastic Citadel miniatures, and various interlocking colour cardstock ship floorplans. **\$55.00**

IRO ARMORED ASSAULT ***
Tactical combat between future weapon-systems, including ocean vessels, tracked AFVs, armored walkers, grav tanks, artillery, aircraft, power armor infantry, etc. With three level levels of rules complexity, 610 counters (130 in colour) & four 17"x22" maps (100 meters per hex). Players are able to design their own scenarios & weapons. **\$60.00**
ARMORED RESERVES
80 page supplement with new combat vehicles, 160 counters & 10 scenarios. **\$20.00**

TAS FEDERATION & EMPIRE 3rd Ed. ****
A complex multi-player game simulating a galaxy spanning war between the Klingon, Lyran & Romulan Coalition; and the Federation, Kzinti, Hydran & Gorn Alliance. Mechanics include epic fleet confrontations, economic growth & political goals. Contains an 80 page rule/scenario book, 1512 counters, plus two 19"x23" maps. Impressive! **\$99.00**
CARRIER WAR - TOTAL WAR PART 1

With rules for swarms, auxiliary carriers, stasis field generators, space control ships, etc. With counters for every pod type, complete set-up charts and a scenario. **\$50.00**

GDW IMPERIUM 2nd Ed. **
A superb interstellar campaign wherein the massive Imperium tries to extinguish a growing rebellion ignited by an impudent Terra. But the Imperial armada, although possessing incredible destructive potential, is virtually shackled by bureaucratic officialdom, and thus slow to gather its strength. Terra however, is an agile and fierce opponent which seeks a quick victory. 17"x22" mapboard, 350 counters & variable game length. **\$60.00**

IRO SILENT DEATH - METAL EXPRESS **
A feudal galactic empire, utilising the cutting edge of its offensive technology, is propelled into a brutal political war. This is a fast & exciting game, allowing players to quickly get down to the business of blowing the crap out each other! Includes a 42"x47" map, 180 counters, 18 superb metal miniatures, flexible rules complexity (covering drifting, asteroids, damage control, gunnery duels, torpedoes, etc), and campaign-play options. **\$50.00**
OVERKILL: THE PTOLEMEAN WARS

A module of interstellar war between the Colosian Fleet & House Ptolemus. Includes 7 new fighters & 2 gunboats, 12 fighter wings, 12 scenarios, 2 campaigns, Rules Annex #1 (new cannons, projectors, warheads, pilot luck, life pods, etc) & 180 counters. **\$18.00**

NIGHT BROOD
The Hatchlings swarm forth from the Clutch Worlds, alien starfighters eager to throw back the human frontier. This box set includes 6 metal miniatures, a hatchling sourcebook, colour counters, scenarios, 8 Terran fighter wings & special Hatchling dice! **\$40.00**

GDW SKY GALLEONS OF MARS **
A fun game of tactical aerial combat between the wooden cloud-fleets of the Martian Princes & the steel gunboats of the Royal Navy. Pulp sci-fi conflict, circa 1889 (Victorian era). Features 15 plastic vessel miniatures, 56 counters, and two great 22"x28" maps. The mechanics are fast playing, offer numerous variant weapons; and include such details as altitude, ramming, boarding parties, airmines, etc. **\$30.00**

MB SPACE CRUSADE **
From beyond the Warp, forgotten starships infested with Chaos drift into imperial space. Most of these vessels been lost for thousands of years, and now they return bearing a cargo of corruption - Chaos abominations intent on destruction! It is the Space Marines' task to board these poisoned derelicts and cleanse them of their noisome inhabitants. Players equip and lead Marine squads against a host of Chaos spawn - includes 50 plastic Citadel miniatures, 12 scenarios, plus cardstock 3D bulkheads & doors. **\$70.00**

GAM SPACE FLEET *
A very basic ship-to-ship combat game for two to four players. The object is to scoot around the star-spangled map, blowing enough holes in your opponent's vessel(s) to make breathing impossible for the slimy, scum-sucking crew inside! This is quite a hoot to play, you must double-guess and outwit the enemy at maneuver, trying to punch a shot through his or her shield configuration. With four great plastic ship miniatures. **\$30.00**

IRO STAR FORCE TERRA - CONTACT *
A colourful, fast-playing, multi-player card game of emerging empires fighting for real estate. Mechanics include planetary Marine assaults, colony sites, alien special abilities, etc. Components include 55 Starship cards, 120 Action cards, and 5 'Space Dice' **\$25.00**

WES STAR WARRIORS **
Tactical ship combat in the Star Wars universe. Sleek & deadly starfighters maneuver in the soundless void, desperately jousting with enemy vessels; the victor will endure yet another day of terror, for the vanquished there is but the frozen embrace of vacuum. With 3 levels of rules complexity, a 22"x34" map and 80 colour counters. **\$45.00**

GAM ULTRAMARINE *
Two to four players lead a squad of Marine Scouts through the steel labyrinth of a derelict space hulk, searching the buckled corridors & silent crypt-like rooms for alien artifacts. The mechanics are fast playing, involving such things as variant event cards (for finding objects, giving commands & facing hazards) and a range of melee weapons - hand-to-hand, bolter pistols, vortex & frag' grenade, plus hellfire rounds. Components include 20 plastic Citadel miniatures, and a whole mess of laminated cardstock floorplans. **\$30.00**

AH DINOSAURS OF THE LOST WORLDS

1 to 4 intrepid explorers are marooned on an Amazonian plateau where prehistoric creatures still survive! This is an entertaining game of discovery & dinosaur bashing, with a 16"x22" jungle mapboard, 60 cards, 65 colour counters & 15 great illustrated scenarios. Avalon Hill's most successful family-style game, recommended for a change. **\$25.00**

**AH DRAGON PASS**

Depicts the War of Agravath's Return (a conflict between the races of Sartar & the Red Moon legions) on the continent of Glorantha (genesis of Runequest). This magnificent game boasts great character, and the diversity necessary for an epic fantasy campaign. Armies are constructed from all manner of strange beast & magical entity, as well as Godlings and the more mundane races. With 22"x32" mapboard & 296 counters. **\$30.00**

TSR DUNGEON! 2nd Ed.

Individual adventurers, notched swords in hand or potent spells carefully memorised, explore monster-infested catacombs in search of vast treasures or mighty artifacts. This is a simple game for 1 to 12 young players. Features a 21"x35" mapboard, 250 illustrated cards (depicting characters, monsters, treasures, spells) and 6 plastic miniatures. An entertaining romp in the fetid underworld. **\$60.00**

GAM DUNGEONQUEST

1 to 4 lone adventurers search for a dragon's hoard in the eerie subterranean ruins of Dragonfire castle. Their quest for wealth is far from easy, as characters are estimated to have only a 15% chance of survival (what a bloody stupid way of making a living!) 115 randomly selected room tiles ensure that every dungeon layout is different. Monsters, traps & treasure items are introduced to the players via a deck of 174 encounter cards. Contains 4 plastic miniatures and a 23"x22" mapboard. **\$60.00**

**TSR (THE) GREAT KHAN GAME**

A whimsical multi-player card game of empire building in the AD&D Forgotten Realms campaign setting. The object is to usurp nations thru political coups or military conflict, thus becoming the richest, most powerful leader on the Isles. Components include a 11"x17" Isle map, 120 counters (gold pieces & control markers), and 162 cards (representing special events, mercenary bands, fleets-for-hire, individual leaders, powerful magic items, proud armies, navies, stout castles & special inhabitants). **\$30.00**

TSR GREYHAWK WARS

A 2 to 6 person game of empire building in the AD&D world of Greyhawk. This is a simple, colourful simulation that allows players to dabble in both delicate diplomacy, and bloody-minded aggression. Mechanics include fleets, fortifications, heroes, treasure quests, army recruitment, etc. Components feature 416 counters, two 21"x32" maps (using area movement), over 150 cards (depicting special events, mercenary bands, treasure, etc), 4 scenarios, plus a neat campaign history. **\$45.00**

MB HEROQUEST

1 to 4 bold adventurers plunge into an endless succession of dungeons, driven by avarice alone, they face the hideous hordes of Morcar the Evil Wizard. This is a great introduction to roleplaying games as it features rather similar mechanics (character sheets, a 'Dungeon Master' hiding behind a screen & controlling the bad guys, room-to-room treasure hunting & monster slaughtering, etc). Components include thirty-five 25mm plastic Citadel miniatures, various bits of furniture, a colourful mapboard, etc. **\$60.00**

KELLAR'S KEEP Module 1

The Emperor, besieged deep within in the ancient tunnels of Karak Varn, must be rescued before his royal flesh features as main course in an Orc feast! Features plastic miniatures (8 Orcs, 6 Goblins & 3 Fimir), 10 adventures, plus new overlays. **\$18.00**

RETURN OF THE WITCH LORD Module 2

Adventurers must enter a subterranean fortress beneath the fallen city of Kalos, and slay the lurking Witch Lord, and his undead minions. Includes plastic miniatures (4 Zombies, 8 Skeletons & 4 Mummies), 10 adventures, plus various new overlays. **\$18.00**

AGAINST THE OGRE HORDE Module 3

In the heart of the mountains lies the hall of the Ogre Lord, protected by loyal followers, devilish traps & chaos spells. The Emperor wants the Ogre Lord's head, but he's not going to do it himself, he's not that stupid - you are! Includes seven plastic 25mm Ogre miniatures, some new tiles, 15 new spell tokens, and 7 adventures. **\$30.00**

GAM KERRUNCH

A two player game of fantasy football (the American type of blood sport). Teams of Orcs, Humans, Elves & Dwarves attempt to score three touchdowns and win the game - yes, it's about as mindless and violent as the real thing! A very fast-playing game for young gamers shy of big, nasty rulebooks! Components include twenty-four 25mm plastic Citadel miniatures, and a 16"x32" playing field. **\$30.00**

TAS KING'S BOUNTY

In the realm of Rhan lurk all manner of fiends and fugitives - base characters intent on plunder and other nefarious activities. Opposing these degenerate hooligans are the bounty hunters - depraved thugs who get paid by the King to kick heads and ask questions later. One to eight players go in search of wealth and glory, tracking down villains and presenting them to the royal court for loot. The game mechanics feature trickery, fame, reputation, magical treasure, variable equipment purchases, fugitive contracts, alternative endings, and solitaire options. Components include a 17"x22" map, 32 fugitive markers, 8 Bounty Hunter counters, and a wad of money. **\$55.00**

BTRC MACHO WOMEN WITH GUNS

This bizarre production is a simplistic beer 'n' pretzels marriage of RPGs and wargames. The title aptly encompasses the rather shallow theme of play: **Step 1** - create young buxom female characters (just think of any stereotypical sexist TV-advertising female body), and dress them in scanty subservient-to-males type attire; **Step 2** - arm them with an array of high-tech splatter-frenzy armaments; **Step 3** - put the counters with the adolescent-fantasy artwork on the map and blow the crap out of everything that moves! With 10 pages of rules, two A4 maps, 52 counters, and a 4 page scenario. **\$8.50**

RENEGADE NUNS ON WHEELS

Armed with Uzzi's & the blessing of the church, the sisters of Our Lady of Harley-Davidson ride forth to combat the wicked degenerates & monstrous mutants that roam the streets of America - lots of violence and mayhem, just like in LA. Contains 52 counters, four A4 maps, and 10 pages of rules. Can be played solitaire. **\$7.00**

BATWINGED BIMBOS FROM HELL

In the introduction it says "Armed with wings, weapons & cleavage", whilst on the back page it reads "They're bad, they're brash, and they're mercifully free of the ravages of intelligence!" - what more could any serious, respected & dedicated gamer ask for? **\$7.00**

THE FINAL CHAPTER - PART ONE

Features new rules, more skills, free scenarios & fun counters for MWWG - plus a separate game wherein 90-year old survivors of WWII must battle to the death for food in a brutal rest-home bomb shelter. With 44 counters and 11 pages of rules. **\$8.00**

AH MAGIC REALM

Heroic pulp fantasy for 1 to 16 players - each of whom controls a character whose base ambitions involve being very rich and powerful. Very detailed game mechanics include 7 levels of complexity, multiple character abilities, a comprehensive combat system (fatigue, maneuver, etc.) and a host of classic beasts. Components feature 20 land tiles (used to create variable terrain settings), 121 cards (spells & treasure) and 476 counters. An epic game of perilous adventure not for the faint of heart. **\$60.00**

GAM MIGHTY WARRIORS

Under the castle lies a sprawling network of sewers, serpentine coils of stone tunnels whose dank innards conceal a coven of Skaven - evil ratmen intent on usurping the castle's inhabitants. A band of brave adventurers descend into the drain's gloomy corridors and chambers, their mission is to find and destroy the Skaven! This is a simple game for two to four players. Components include thirty-six plastic 25mm Citadel miniatures, and an assortment of attractive colour tiles representing rooms, etc. **\$30.00**

AVA ROBIN HOOD

2 to 5 players roam the lush expanse of greenwood, recruiting stout yeomen for a jovial campaign against the evil Prince John. The basic idea is to rake in the bucks - robbing the rich, winning archery contests, and doing all that virile Errol Flynn kinda stuff! But the Sheriff and his rough lads don't take too kindly to this lawlessness, so they attempt to ambush the unwary and toss them into Nottingham Castle's dungeon. I shan't elaborate further - it's all good wholesome fun, great for the little 'uns and energetic families. **\$25.00**

AH TITAN

2 to 6 Titans battle for domination with armies of mighty heroes, monsters & powerful wizards. Each player's goal is the total elimination of the opposition, thus each game becomes a vast slugfest between fantastic legions. Uses strategic movement with a tactical combat resolution system. Contains 621 large counters, a 16"x22" master mapboard and eleven 8"x11" Battleground maps. Great fun. **\$65.00**



BLOODY KASSERINE

Rommel's offensive against the green American 2nd Corps

Tunisia, early 1943: The Germans have been on the run, but now two things are different. The 21st and the 10th Panzer Divisions have been reinforced with the new Tiger tanks, and Rommel, "the desert fox," has arrived. Rommel knows the Germans are outnumbered, but he feels that their edge in combat experience will make up the difference. He proposes a bold and daring attack.

It is now 0600 hours, February 14, and you are General Rommel, ready to strike. Your plan is a gamble, but what you do with that chance is your decision.

Bloody Kasserine - April 1992 from GDW

- 17×22" map
- 1 counter sheet
- 24 page rule book

0124



PRE WORLD WAR I

BATTLES OF THE U.S. CIVIL WAR Vol 1

SSG

Six scenarios, from the War between the States - the first Bull Run, Shiloh, the second Bull Run, Antietam, Fredericksburg and Chancellorsville. With an easy-to-learn menu system, plus the 'Warplan' wargame construction set and the 'War Paint' graphics editor for detailed scenario creation. This is the first program of a very detailed military history trilogy that represents the definitive computer-study of the U.S. Civil War.

C64 - \$30.00

APPLE - \$45.00

IBM - \$45.00

BATTLES OF THE U.S. CIVIL WAR Vol 2

SSG

Covers the war's middle years, with scenarios of the battles for Chattanooga, Chickamauga, Gettysburg, Gaines Mill, and Stones River. The American Civil War was becoming more drawn and closely contested - success purchased with blood & determination now could later determine the conflicts ultimate victory. Once the scenario mix is exhausted players can create their own with the 'Warplan' & 'Warpaint' programs.

C64 - \$30.00

APPLE - \$45.00

IBM - \$45.00

BATTLES OF THE U.S. CIVIL WAR Vol 3

SSG

This last program of the Civil War series features the final savage years of the Confederacy. The scenario mix recreates the battles for Spotsylvania, Atlanta, Franklin, Wilderness Tavern, Cold Harbour, and Nashville. These were desperate, vicious engagements where a bold or miraculous strategy could bring sudden victory - and an end to the war. Also includes the 'Warplan' and 'Warpaint' scenario creation system.

C64 - \$30.00

APPLE - \$30.00

IBM - \$45.00

CENTURION

ELA

This wargame focuses upon Ancient Rome, in the days of Augustus Caesar. One of the most addictive and pleasing aspects of the game are its great visual graphic scenes. You begin the game as a centurion, leading one legion, but as you progress up the ranks towards being Caesar, you can eventually command up to ten legions. As you enter each new territory, you will see a stunning shot of that part of the ancient world, and one of their native leaders come to parley. You can attempt diplomacy, intimidation, or go to war. Battles are simple but deadly, and the path up the ranks is invigorating. When enough wealth is accrued, you can also build a fleet, load up the troops, and go after Great Britain, coastal Africa, etc. you will see a shot of triremes straight out of BEN HUR. You will also need to stage gladiatorial and chariot pageants, in order to placate your residents, and this is done with arcade action. And if you are a master of diplomacy, you will see a side of Cleopatra not many will see...

IBM - \$30.00

AMIGA - \$60.00

CHARGE OF THE LIGHT BRIGADE

IMP

This game uses the same miniatures style system as COHORT, with real time combat. It can be played one or two players, includes a wide variety of troop types, over 500 pieces representing 40,000 troops, optional fog of war & delayed orders. All graphics are animated, and there are strategic and tactical maps. There are four scenarios, and units can be controlled individually or combined into groups.

IBM requires mouse & 286 or better.

IBM - \$80.00

AMIGA - \$80.00

CIVILIZATION

MIC

WARNING! Do not buy this game unless you don't mind going to bed at 3.00am for three weeks! This game is highly addictive and therefore dangerous to your health. (I had to delete the game from my hard disk so I could do other things: such as go to bed, eat!) The game starts you off at 4000 B.C. with a bunch of settlers, and you can be one of several different civilizations, such as Rome, Babylon, France, etc. You can go up against 3 to 7 computer civilizations, with varying skill levels. After finding a suitable place to start your first city, you then have the daunting task of trying to control a successful civilization - the goal - to be the first civilization to put a colony on another planet. (This usually takes 6,000+ years.) You have to choose where to build cities in order to take advantage of natural resources such as coal, horses, fish, etc; you need to build irrigation and roads; you will need to build garisons to protect your cities, and once large enough, send out settlers to found new cities. Each city then needs to be developed, and this goes hand in hand with technology. There are dozens of technology types, and they improve following a flow chart. One type of technology, once mastered, will allow you to then develop an other, and so on, each being a small step forward. Types included are bronze, iron, horse riding, alphabet, wheel, aqueduct, mysticism, feudalism, industry, etc. Once a certain level has been mastered, you will then be able to build things using that technology in your cities. You will need to build each city up from the original settlement, building libraries, granaries, barracks, aqueducts, soldiers, etc. You will also need to build "Great Wonders", each of which allows you then to build a new technological item - all necessary to eventually allow you to construct a spaceship. Each city will also need to be profitable, and can grow up to 5,000,000 people. You can place entertainers, tax men, and scientists in cities as well. You don't even have to fight other civilizations, you can trade with them instead! Each turn is from 1 to 20 years, so there are lots of turns...

Requires hard disk & 1.2" meg disk drive.

IBM - \$99.00

AMIGA - TBA

COHORT, ANCIENT ROME

IMP

This is a miniatures style computer game of battles with Ancient Rome. Seven types of infantry and cavalry are included, with animated movement & combat. Army compositions are user definable, and there are varied terrain options. You can build your own scenarios, and there are no turns - the game is real time (but can be frozen to give new orders). You can control units individually or in groups. Formations include squares, double ranks, etc. Units may march, run, or charge. There are 20 scenarios included.

IBM requires mouse & 286 or better.

IBM - \$80.00

AMIGA - \$80.00

GOLD OF THE AMERICAS

SSG

Covers the violent evolution of the American continent - from discovery by Columbus to the War of Independence. England, France, Spain and Portugal all squabble and compete over the new lands. Accommodates up to four players, or can be solitaire. The historical game or a random game can be played. Players will need to preside over matters of naval trade or aggression, discovery of the new lands, colonisation of those lands, development of colonies, raids upon or conquering enemy colonies, and so on. If you demand too much of your colonies, their loyalty will reduce, and they will eventually rebel - and cause the American Revolution in effect. A good, playable game.

IBM - \$45.00

AMIGA - \$45.00

WORLD WAR II

ACTION STATIONS

INT

This is an extremely detailed game of naval surface combat from 1922 - 1945. The game comes with a detailed 160 page manual, 30 scenarios, ability to create your own scenarios, with over 180 ship classes, from PT boats to battleships. Nations include Russian, German, Britain, US, Italian, French, Dutch, & Japanese. Scenarios provided include River Plate, Guadalcanal, etc. The game is easy to play & allows you complete control of your forces.

There are 21 different displays and status boards. Game mechanics cover smoke, starshells, flares, searchlights, radar, shore batteries, recon aircraft, capsized hulks, counterflooding, fires, magazines, ships have 42 hit zones and 14 armor locations, each gun type has its own penetration, range, etc, and angle of shell fall & angle of hit are taken into account. IBM comes with CGA and EGA. Thoroughly recommended.

IBM - \$80.00

AMIGA - \$60.00

BATTLEFRONT

SSG

A recreation of multi-theatre corps-level battles. The game features a comprehensive range of military formations, (from hardened combat units to battlefield support and supply), in a complete and accurate environment. Includes four scenarios set in Crete, Stalingrad, Saipan, and Bastogne: plus a detailed scenario design kit for the creation of optional conflicts.

C64 - \$30.00

APPLE - \$45.00

BATTLES IN NORMANDY

SSG

Eight scenarios allow you to recreate the momentous battles that established the Normandy Bridgehead. Direct the massive Allied invasion of France in June 1944, then command the bold mechanised thrust inland that marked the beginning and the end for the Third Reich. Features the same quality mechanics that BATTLEFRONT boasts (such as support/supply elements plus command-control), and includes a design application for the creation of variant scenarios.

C-64 - \$30.00

APPLE - \$45.00

CARRIERS AT WAR

SSG

Contains 5 decisive naval engagements - Midway, East Solomons, Philippine Sea, Santa Cruz, and Coral Sea. A design package allows the creation of hypothetical scenarios. The menu has 63 aircraft types, 3,000,000 square miles of ocean, 5 major ship classes, and more - enough to create any air & naval operation of WWII! Although the graphics aren't going to knock you out, this is a comprehensive military study.

The brand new IBM version contains stunning graphics and combat reports, and is sure to be released eventually...

C64 - \$30.00

APPLE - \$45.00

IBM - \$70.00 (July?)

CARRIER STRIKE: SOUTH PACIFIC 1942-44

SSI

An exciting dynamic tactical/operational carrier battle game from the author of SECOND FRONT and WESTON FRONT. You control carrier and surface task forces, and control planes individually. The game has several scenarios, plus campaigns, which can all be linked together. In each game you will be given objectives to fulfill. Aircraft need to be readied and armed, brought up onto deck, and then search planes sent out. (The computer controls all ground based aircraft and submarines.) Once an enemy task force has been sighted, you can then launch your fighters, dive bombers, and torpedo bombers. CAP can also be launched. The game starts being very biased against the US, but by late 1943, the tide changes. Includes the Battle of Coral Sea, Eastern Solomons, and Santa Cruz, a hypothetical Torakina, and infinite numbers of random scenarios. There are dozens of Allied and Japanese ship and aircraft types, from carriers to destroyers and transports. Comes in EGA and VGA. Playing time is from 1 to 30 hours.

IBM - \$80.00

EUROPE ABLAZE

SSG

A package of three scenarios, each representing a particular style of operation that characterised the European air war from 1939 - 1945, from the desperate Battle Of Britain to the awesome destruction unleashed by the Allied bombing runs over Germany. Every detail of the bitter fight for the skies is provided, including cloud cover, weather, flack, and Nazi jets. Also features an optional scenario design kit.

C64 - \$30.00

APPLE - \$42.00

FIRE BRIGADE

PAN

The struggle for Kiev in 1943 was one of the most decisive and mobile battles of the entire Eastern Campaign. The assault by the elite 3rd Guards Tank Army threatened to split the entire German Front and isolate Army Group South. Black's hardened 48th Panzer Korps (the infamous Fire Brigade) was committed for a counter attack in a desperate bid to gain the initiative. This is an award winning Australian game that features great graphics, variable skill levels, and a tutor program.

IBM - \$44.00

AMIGA - \$45.00

MAC - \$45.00

GREAT NAVAL BATTLES 1939-43

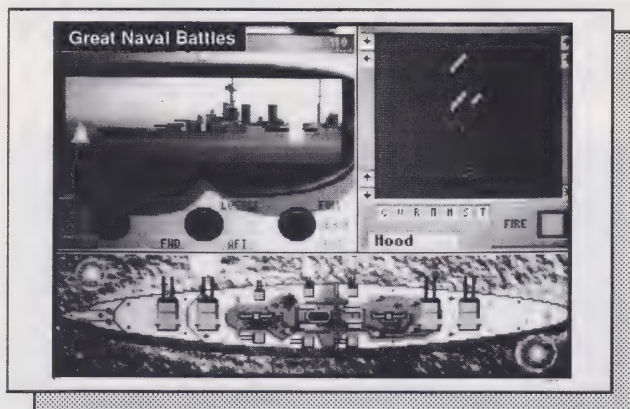
SSI

This game will be the most stunning WW2 naval combat simulations ever made. You can be the captain of WW2 German or British battleships and cruisers as you do real time battle against the enemy ships. You can also play from a fleet view of a battle, and can be given a grand admiral view, allowing you to control your entire nation's fleet. The game comes with many battle scenarios such as the hunt for the Bismark, mini-campaigns, and contains the entire 1939-43 campaign. Replays are possible, and the game contains stunning sound and graphics.

Requires: VGA screen, hard disk, & 1.2 meg disk drive

IBM - \$90.00 (Sep)

AMIGA - \$90.00 (Dec)



HALLS OF MONTEZUMA

SSG

From the capture of Mexico city in 1848, through two World Wars, Korea, and Vietnam, the U.S. Marine Corps has a combat record second to none. This is a multi-scenario computer history of the Marine Corps' most testing battles. The mechanics are based on BATTLEFRONT system, and includes WARPLAN game design option, and WARPAINT, which gives complete graphic control over the icons. Good detail.

C64 - \$30.00

APPLE - \$25.00 AMIGA - \$45.00

IBM - \$45.00

PANZER BATTLES

SSG

Combined-arms strategic action from the savage, mechanised killing fields of Russia - the battles include Minsk '41, Moscow '41, Kharkov '42, Prokhorovka '43, Kanev '43, and

Korsun '44. Each of these scenarios can include several historical variants (the ubiquitous "What if?") and players are able to control the icon graphics. These is also the DYO scenario kit. With low complexity and fast playing mechanics.
C64 - \$30.00 **AMIGA - \$50.00** **IBM - \$45.00**

ROMMEL: BATTLES FOR NORTH AFRICA

SSG

The Italian army has been routed out of Egypt: the Germans respond by dispatching a small, albeit elite force, to try and stem the Allied advance. For the next two years, outnumbered and poorly supplied, this Africa Corps outwitted and out fought all of its opponents. ROMMEL recreates the furious and sometimes chivalrous battles for the desert with nine scenarios - from the entire Syrian campaign to a hypothetical invasion of Malta, plus all the necessary accessories for the construction of variant engagements.
C64 - \$30.00 **APPLE - \$45.00** **IBM - \$45.00**

RUSSIA - GREAT WAR IN THE EAST

SSG

Detailed simulation of the vast war in the East - from the initial seemingly unstoppable armored drives towards Moscow, to the desperate, exhausted defence of a battered Berlin. The game contains a lengthy campaign with several small scenarios for less indulgent gamers. The player can either control the entire Axis or Russian order of battle, or just command an Army Group and let the computer run the remaining forces.
C64 - \$30.00 **APPLE - \$45.00**

SECOND FRONT

SSI

This is perhaps the best computer wargame available, and recreates the entire WW2 German-Russo war, from 1941 to 1945. The game contains four scenarios, as well as the entire campaign. Players control corps, each of which contains up to eight divisions or support units, but the divisions within each corps can be transferred to other corps if desired. And one of the most pleasing aspects of the game is that each division lists how many infantry squads, Flak, AT, and artillery guns, AFVs, and recon vehicles, that it contains. Actual AFV and aircraft types are given, and all losses in combat are recorded down to these individual vehicles and squads. Game mechanics are simple, but due to the enormous size of the game, there are dozens of hours of enjoyment to be had. The map changes color according to the weather, and there are options to paint enemy territory red or black, tactical or strategic map, supply lines, etc. Highly recommended. This game can also be played by mail between two players. Simply do your turn, resolve combat, enter opponents turn and save game, and then post to your opponent, who does the same. To see how many casualties you caused, after saving game, quit off and resolve combat again (but do NOT save after this!), and you will be told how many casualties you caused.
IBM - \$60.00 **AMIGA - \$60.00**

SECRET WEAPONS OF THE LUFTWAFFE

LUC

Don't let the name of this game put you off. It is actually a historical flight simulator recreating the air war over Germany from 1943 - 45, but adds a hypothetical extra six months in which the Germans can use another one of their "Secret Weapons". There are eight different planes to fly as you pit the US Eighth Air Force against the German Luftwaffe, being the P-47C and D, P-51B and D, B-17, and ME-109, FW-190, and the Secret Weapons, the Me163 Comet, Me262, and the Gotha-229. The game stretches from 1943 till 1945, with a hypothetical period following 1945, assuming that the Germans had managed to continue the war and put the experimental Gotha into the air. Each plane has digitised cockpits that are an improvement even over those of THEIR FINEST HOUR, time compression can now go up to 16 times, there are six campaigns, (3 German and 3 US), each with up to 30 or so missions. There are also tours of duty available for each plane type, consisting of around 400 missions, plus another 40 or so historical missions, plus a simple to use mission-builder, allowing you to make ANY mission at all. Altogether, there are around 500!! missions to fly. And as well as gripping dogfights and bomber hunting, you can now also attack numerous ground targets, including bridge busting, airfield strafing, V1 and V2 launching site raids, and attacks against factories, research sites, oil refineries, flak gun positions, etc. These can be destroyed by bombs, rockets, or simply strafing. Requires: 1.2 meg floppy, and hard disk.
IBM - \$70.00

P-38 LIGHTNING

LUC

This is a mission disk for SECRET WEAPONS OF THE LUFTWAFFE. It adds the P-38 Twin boom US aircraft to the game, giving dozens of missions which pit it against each of the German fighters. Great graphics!
IBM - \$50.00

THEIR FINEST HOUR

LUC

This is without doubt one of the finest historical flight simulators available. The game focuses upon the Battle Of Britain in 1940, and players can fly Spitfires, Hurricanes with the English, or ME 109s, Stukas, ME 110s, and three types of bombers with the Luftwaffe. Each plane has its own historical cockpit, depicted with superb graphical detail, and each plane performs as in real life - the Spitfire is the fastest plane available, but the ME 109 can outclimb it; the Stuka flies like a cow, but is dead easy to achieve a hit with dive bombing, and on the German bombers and twin engine fighter, you can be either pilot, bomber, or any gunner, and each of these can be put on automatic. There are 64 set missions, plus a campaign, which is totally at your discretion, and there is a simple mission design package, which allows you to make unlimited missions! The game is not too difficult, but has five levels of skill, and guarantees to give dozens if not hundreds of hours enjoyment. Requires hard disk & 1.2" meg disk drive.
IBM - \$70.00 **AMIGA - \$70.00**



THE LOST ADMIRAL

QQP

This is a popular hypothetical naval combat game, containing several levels of difficulty, with strong artificial computer intelligence. There are 9 scenarios and 15 campaigns, using random maps. The game includes hidden movement, stealthy subs, carriers, a record of your endeavours, fuel & ammo, weather effects, repairing damaged ships, new ships may

be constructed during campaign play. Ships include carriers, PT boats, subs, transports. For 1 or 2 human players.
IBM - \$90.00 **AMIGA - TBA**

THE PERFECT GENERAL

QQP

This game has made a very good name for itself, containing both hypothetical and historical scenarios. The map graphics are absolutely stunning, and the game interface is simple to use. Players purchase their units before the game starts, and some games include reinforcements. Mechanics include ambushes, "always hit or random hit" modes, the Match Game for two human players, engineers, mines, LOS, armored cars, light, medium & heavy tanks, mobile & drawn artillery, barrages, etc. Different terrain types have great bearing upon movement & firepower, etc. For 1 or 2 human players, or modem play. IBM Requires EGA or VGA. Thoroughly recommended.
IBM - \$80.00 **AMIGA - \$80.00**

WESTERN FRONT

SSI

At long last, players delighted by the SECOND FRONT gaming system can now relive the Allied D-Day invasion and following liberation of Europe in WW2, using the most detailed and most playable computer system developed. For one or two human players, including a play by mail option, players move about corps sized units, but can choose which divisions and support units are placed in those corps. The computer or player can control all aspects of production, including what AFVs, guns, aircraft to manufacture, strategic bombing of Germany, and combat losses are listed down to individual AFVs, guns, and infantry squads. All of Western Europe, including Italy, is covered by the Campaign Game, and there are three scenarios utilising small map areas, such as Bulge, Breakout, and Diadem. New are Political Points, which limit such things as strategic bombing, unit transfers, etc. For PBM instructions, see SECOND FRONT.
IBM - \$60.00 **AMIGA - TBA**

POST WORLD WAR II

A LINE IN THE SAND

SSI

TSR's excellent multi-player boardgame now comes to life as a computer game. This game is for 1 to 6 players, with the computer being able to control up to 6 players. It includes the two Iraq/Kuwait/USA historical scenarios, plus 4 hypothetical. In hypothetical games, each player has random goals to achieve. Land, air, naval, chemical, and nukes are included, and each game can take 2 - 12 hours, depending upon scenario. EGA and VGA.
IBM - \$TBA (Sep)

CONFLICT: KOREA

SSI

An operational level game of the opening of the Korean War, focusing on 1950-51, following the struggle between the forces of the United Nations and the Korean communist forces. This uses the CONFLICT: MIDDLE EAST system, and such is easy to use, but records great details, ie, down to individual tanks, APCs, SAMS, artillery, infantry squads, etc. One hypothetical modern day scenario is included, as well as two 1950-1 scenarios and campaign.
IBM - \$70.00 **AMIGA - \$70.00 (may)**

CONFLICT: MIDDLE EAST

SSI

An operational level game of two Arab-Israeli wars, the first one being the 1973 Arab/Israeli War, and a hypothetical 1990s conflict. Each scenario has six difficulty levels and multiple options. You control every aspect of the land and air war, down to individual infantry squads, vehicles, and guns. Weather, supplies, and politics will also affect your decisions. This game uses the RED LIGHTNING game system. How would Syria and Egypt go if they attacked Israel today? Play this game and you will find out.
IBM - \$60.00 **AMIGA - \$60.00**

MacARTHUR'S WAR: KOREA

SSG

In June 1950 the North Korean Army surged Southward, sweeping aside all who opposed them, and were thus poised on the brink of total victory. The UN intervened, and MacArthur's brilliant capture of Seoul was followed by the rapid counter invasion of North Korea. Chinese forces then joined the fray with a stalemate on the 38th Parallel being the end result. Features 8 scenarios that cover the war's decisive conflicts.
C64 - \$30.00 **APPLE - \$45.00** **IBM - \$52.00**

WORLD WAR III

A10 TANK KILLER Ver 1.5

DYN

So far only available on the IBM, this 1.5 version of the game is vastly improved. The A-10 is now combat proven, so this game was revamped. It now includes 21 missions, having 7 missions set against Iraq in 1991, and 7 new missions in Europe. The documentation is all new, covering the performance of the A-10 in the gulf war.

This is a superb flight simulator of the U.S. tank buster, the A10. Graphics in the game include an accurate digitised cockpit, superb ground detail, with iron-girder bridges, roads, towns, supply dumps, hills (which are easy to crash into when you're not allowed to fly over 300 feet!), airfields, and so on. The A10 has an awesome load of weaponry, designed to deal with each of those target types: MAV to deal with AFVs and landed aircraft, LGB to deal with buildings and bridges, SID to deal with MIGs and HINDs, ROC to deal with convoys of trucks or AFVs, and DUR to destroy those airstrips, and of course, the 30mm chain gun! (The AMIGA version is still version # 1, and has only 7 scenarios, plus a campaign). External views of the A10 even include changing light, in reference to the sun's position! There are three levels of play, plus invincible A-10, and unlimited ammo.
IBM - \$70.00 (New Version) **AMIGA - \$70.00 (Old Version)**

F-117 STEALTH FIGHTER II

MIC

The old F-19 computer game had good game mechanics, but disgusting graphics - but this new game more than rectifies that problem. F-117 is one of the most visually appealing flight simulators available. You can fly either the Lockheed F-117 or a Microprose F-117 (has double the weapons and can engage in aerial missions). You can fly missions at night, dawn, or dusk, during cold war, limited war, or conventional war. The cockpit details are superb, including side and rear views that will leave you breathless. But one of the most pleasing aspects of this game is the ground detail - seven theatres of the world are included, and each includes mountains, rivers, cities, downs, depots, all according to real life. And the ground graphics are the best yet, no other flight simulator comes even close. There are three flight modes, no crash, easy landings, and realistic landings. Fortunately, you can play on no crash mode all the time and the mission scores still count. You always have to take off (which is dead easy), fly to the targets, and then fly back home and land again (which is also dead easy when using no crash mode). Each mission will usually take around 45 minutes, and the ground and night sky graphics are so good you'll never want to land. Game mechanics are also superb, as you hunt down enemy VIP planes, fighter patrols, important ground targets, do photo recons, etc. And practically nothing can spot you, only the IL-76s, and you have heaps of possible counter measures to use. You can even take off from and land on carriers! Theatres include Cuba, Desert Storm, Middle East, Korea, Central Europe, Norway, and Vietnam. Thoroughly recommended, guaranteeing dozens of hours of playing time.
 Note: requires 1.2" meg disk drive and hard disk.
IBM - \$99.00

HARPOON**360**

With this modern naval combat simulation, World War III begins, and the NATO Task Force in the GULF Gap is ordered to hunt down and destroy their Soviet counterpart. The paramount objective is to neutralise the enemy as cheaply as possible: and in this age of precision armaments, elaborate electronics & very fast delivery systems, deft leadership is a vital prerequisite. Every asset, no matter how formidable, is vulnerable to enemy fire - thus prudent tactics & shrewd manoeuvres are the keys to victory. Over 100 contemporary vessels are included, of ships, submarines, and aircraft, each comprehensively described in technical specifications. This is based on GDW's miniatures rules, and retains its sense of awesome power and predacious cunning, but is thankfully unburdened by prolific book keeping! Features 12 scenarios.

IBM - \$70.00**HARPOON CHALLENGER PAK****360**

This is only available on AMIGA, and in fact, is the only way for AMIGA players to get into HARPOON. But this pack is certainly value for money. Included in the box are the standard Harpoon game (as described above), the Harpoon Battleset # 2 (as explained below), the Harpoon Scenario Editor (also explained below), and the HARPOON BATTLE BOOK, which is 304 pages of strategies and tactics of the Harpoon computer game, including information on 800 Naval platforms and weapons systems. This pack is worth way over \$129.00.

AMIGA - \$129.00**HARPOON BATTLESET #2 CONVOY360**

This scenario disk focuses on operations in the North Atlantic theatre. America's convoy routes to Europe are vital for NATO's offensive capabilities, and as a consequence, the control of the Atlantic is of immense strategic value. Soviet submarines are the major threat in this conflict, plundering mercantile shipping and disrupting the coastal regions of North America. Includes the French and Spanish navies. Players have the option of controlling either NATO or Soviet forces. Requires 1.2 disk drive.

IBM - \$50.00**AMIGA - \$50.00****HARPOON BATTLESET #3****360**

This contains 16 scenarios set in the summer of 1990, in the Mediterranean, including the Middle East, including 60 new ships, such as hydrofoils, helicopter cruisers, submarines, attack helicopters, MIG 25s, mirage fighter bombers, etc. Countries include France, Italy, Greece, Turkey, Israel, Egypt, Libya, Syria (with Iraq), USA, and USSR.

IBM - \$50.00**AMIGA - \$50.00****HARPOON BATTLESET #4****360**

Indian Ocean and Persian Gulf are covered in this supplement for Harpoon. It contains several Desert Storm scenarios, studies of Indians/Pakistanis and Soviets; a scenario with the Invincible; missions with F-117 Stealth Fighter (send it off to operate alone); a scenario taking out Iranian terrorist bases.

IBM - \$50.00**AMIGA - \$50.00 (jul?)****HARPOON SCENARIO EDITOR****360**

This battleset design tool enables the Harpoon enthusiast to totally control the combat environment. New or modified scenarios can be created or customised from existing & future battlesets. Players have variable control over geographical location, weapon types, air & naval asset allocation, fleet structures, the rules of engagement, local weather conditions, enemy operational orders, starting positions, victory conditions, scenario duration, and the nuclear threshold. An analysis feature automatically runs a diagnostic on all scenarios.

IBM - \$50.00**AMIGA - \$50.00****SCIENCE FICTION****BUCK ROGERS II Matrix Cubed****SSI**

This superb sci-fi adventure uses the same successful system as POOL OF RADIANCE. This sequel to COUNTDOWN TO DOOMSDAY adds Jupiter, twice as many monsters, you can transfer across your characters from the previous game or start afresh with new ones, as your team scours the solar system rescuing scientists to build the Matrix Device. This machine can transform any substance into pure energy, and is the only hope left for the devastated Earth. You will engage in combat on Venus, meet stormriders, and be offered an alliance with Killer Kane, Buck Rogers old enemy.

Note: requires 1.2" meg disk drive and hard disk.

IBM - \$60.00**'M'****SSI**

Strange title, but looking to be an excellent game of adventure in the RENEGADE LEGION universe, designed for use with 16-bit computers. Graphics are state of the art with cinematic scenes, isometric views scroll smoothly. You lead a party of 4 and one robot on the planet Monsoon, which is mysteriously covered by a noxious cloud called Tarp. Your renegade legion team must uncover TOG's horrifying plans, and free the locals from slavery. There are ten cities to explore, and game play is 50 - 100 hours. Takes up over 10 meg.

IBM Requires: VGA, 1.2 meg disk drive & hard disk.

IBM - \$90.00 (Sep)**AMIGA - \$90.00 (Feb'93)****MARTIAN MEMORANDUM****ACC**

This game is one of the first (and the best) of a new style & era of adventure games - a style which involves the game's characters and NPCs being fully animated, coming from motion video, and talking to you. That is, the game designers have filmed real people doing the talking, and have digitised these conversations and encounters and have slotted it into

the game. The result is close to watching a movie on TV! The game also features a technological breakthrough, you don't need to have a soundboard to hear the characters speak. Even through your standard PC internal speaker, you will hear quite clearly the people talking to you.

The game is set in the 21st Century, focusing on Tex Murphy, a private eye. You receive a new case, Marshall Alexander (who owns Terraform Corp, the single organisation that practically owns and runs Mars) tells you that his gorgeous daughter has gone missing, and leads soon indicate that she may have been taken to Mars. But not all is as it seems, something else belonging to Alexander went missing with his daughter, and you suspect this is really what he is after. The following case takes you throughout the dingy streets of your city, involves blackmail, murder, and eventually going to a smugglers base in South America. Then onto Mars, you will go through mining facilities, a casino, and visit many people as you try to track down Alexius Alexander. The graphics and digitised speech and people are extremely impressive, as is the complexity of the plot.

But this game has one more great draw card - every screen has a help option, which will give you clues on everything you need to do in that screen, what to find, where it is, how to talk to people, etc, and the help comes in three degrees - if you can't find anything with the first level, ask for help again, and it will give you further help. The result? Anyone can solve this adventure - not just those with patient role playing skills. Highly recommended. VGA only.

Note: requires hard disk and 1.2" meg disk drive. Takes up 7 meg on hard disk, but draws from 24 meg of packed files.

IBM - \$70.00**MEGATRAVELLER #1: Zhodani Conspiracy****PAR**

Five specialist characters must be selected (each with independent skills & abilities) and sent on a mission to hunt down a spy through the Spinward Marches. This operation will require both military prowess and diplomatic charm, for the five agents will surely encounter such blood-thirsty entities as alien mercenaries, pirates and customs officials! The game features space and land combat, over 25 very detailed worlds, 100s of NPCs, plus a labyrinth of false clues and sub-plots.

IBM - \$90.00**AMIGA - \$90.00****MEGATRAVELLER #2: Quest for Ancients****PAR**

Advanced character generation allows up to 35 careers and 125 skills, either human or Vargr. Your team is on a desperate mission to save a planet from impending doom at the hands of a corsair full of pirates. There are over 100 planets with starports, cities, abandoned ships, ancient sites, stores, casinos, taverns and more!

IBM - \$90.00**AMIGA - \$90.00****REACH FOR THE STARS****SSG**

This is one of the best computer games ever made, and certainly the delight of "number crunchers". It contains two games, Standard and Advanced, which are both very different. It can be played solitaire against 3 computer opponents, or with up to 4 human players, as each player builds up his home world, developing Navigational, Industrial, and Ship Technology, and building up the world's industrial, social and economic levels. This allows population to increase, and colonists can then be sent out to colonise newly discovered worlds. There are 53 star systems, each with up to three planets, which could be hostile or ready to colonise. But the other three players will be attempting the same, and only one can win - so players first build up an industrial base, and then use this to manufacture multiple battlefleets and storm troopers - ready to conquer the galaxy! The game is both an economic and military challenge. Have you ever played in a Play By Mail game in which you wished the turn around was five minutes and not two weeks? Well, that's what this game is like - PBM heaven.

This game can be played PBM. Each player does his turn, ends his turn and enters the next players turn, saves, and posts it to the next player. Simply make all battles be to the death.

AMIGA - \$45**IBM - \$45****C64 - \$30****MAC - \$45****STRIKE COMMANDER****ORI**

Based on the WING COMMANDER system, here you will fly six different types of fighters against twenty enemy types. The year is 2007 AD, and you will serve a mercenary fighter command, fighting neo-nazis, third world dictators, and the IRS. With a 20 mission interactive campaign.

Requires hard disk, 1.2 meg disk drive, 2 meg RAM, 386 machine.

IBM - TBA (july)**WING COMMANDER****ORI**

This game is without doubt the best computer game ever designed, both with unequalled graphics and playability. The game is a flight simulator set in the year 2654 AD, in which mankind is locked in a desperate war against the murderous Kilrathi aliens. The game links each flight together in a stunning campaign, and you will fly 20 missions out of a total of 40, and which 20 missions you will fly depends on how well you do. With each flight, you have the option of speaking with other pilots to learn tactics and hints, a briefing where you are told your mission, and then follows a stunning sequence as pilots scramble to their fighters, to be catapulted into space (even better graphics than BATTLESTAR GALACTICA!) There are four different fighters to fly, each with their own four cockpit views, different weapon loads, shields, armor, and manoeuvrability. The game is very simple to learn, with a tutorial provided. You will be given missions to escort and protect friendly capital ships - from slow, ponderous tankers to 700 meter long carriers, to fighting deadly dog fights against five enemy fighter types (and watch those Jalthi, with 6 guns they are murderous!), and you will also be given missions to hunt down and destroy enemy destroyers, tankers, and carriers. The game is simple to learn, difficult to master, and has no boring moments, an autopilot removes any waiting during travelling. (And a secret awaits you in the last mission!)

Note: requires 1.2 meg disk drive, and hard disk or two floppies.

IBM - \$90.00**AMIGA - TBA****SECRET MISSIONS # 1****ORI**

This is the first sequel to WING COMMANDER, and players can transfer their character to this mission. The Kilrathi have designed a new super-weapon, and have destroyed an entire colony before fleeing into their space. But your carrier has been given the task of hunting this ship down and getting revenge. There are 16 new missions linked in a campaign, but the enemy are thick and fast - over 250 enemy fighters and capital ships to destroy! Has four new ship types, plus a mission selector for WING COMMANDER.

Requires 1.2 meg disk drive.

IBM - \$50.00**SECRET MISSIONS # 2****ORI**

The second sequel to Wing Command, and the hardest yet. A newly joined ally of the Confederation is beset by hundreds of Kilrathi ships, and when one enemy carrier & it's fighters defects, you are sent on a deadly undercover mission to save them. You will fly an enemy fighter (with stunning graphics!), and battle 16 missions before you can save the new allies.

Requires 1.2 meg disk drive.

IBM - \$50.00**WING COMMANDER # 1 DELUXE****ORI**

This contains WING COMMANDER # 1, and SECRET MISSIONS 1 and 2.

Requires 1.2 meg disk drive & hard disk.

IBM - \$110.00

WING COMMANDER II**ORI**

The best game has just got better! This is a sci-fi space ship simulator, with over thirty different missions to fly, each mission being linked together with character interaction and storyline, with graphics so stunning you will think you are at the movies! The year is 2664, ten years since the TIGERS CLAW was destroyed by Kilrathi stealth fighters, and you, the finest pilot of the Confederation, were framed by human traitors as being responsible for the disaster, before being court martialled and sent to a backwater outpost. But after ten years of boredom, the war suddenly approaches your sector, and you are thrown into combat once again. You get to fly five new fighters, including a jump-capable fighter-bomber. Larger fighters now have rear or flank turrets, which you can also control, and capital ships can now be taken out with one or two hits by new killer torpedoes. You will be stationed on a space station, planetside, and on a new space carrier, as you battle against murderous Kilrathi aliens - but watch your back, there are human traitors aboard the carrier, and they are picking off your fellow pilots one by one! New graphics for take-off and landing sequences will leave you stunned, as will improved graphics following character interaction as the thirty mission story continues. You will get to converse with pilots, officers, repair crews, renegade Kilrathi, and so on. The new Kilrathi fighters and ships are more deadly than ever, and your mettle will be put to the test. Any friendly wingmen can eject from destroyed fighters, and if you fly the two heaviest fighters, you can retrieve these pilots with your rear tractor beam. (The graphics of ejected wingmen spinning helplessly through space while sitting in their chairs is amazing.) The game takes up 11 to 15 meg on the hard disk!

Requires: hard disk and 1.2 meg floppy disk drive.

IBM - \$110.00**SPECIAL OPERATIONS #1****ORI**

This is the first sequel to WING COMMANDER II, and it is certainly the hardest yet. Not only are the Kilrathi beginning to mount a new offensive, but a Federation strike cruiser, complete with full complement of fighters, has mutinied, and it is your job to save the day. There are sixteen missions, each connected by cinematic sequences and intrigue. You will fight both Kilrathi and pirates, and must try to help those mutineers who want out back to Confederation space, while destroying the pirates. Then you have to deal with the Kilrathi strike fleet. Note: requires 1.2 meg disk drive.

IBM - \$60.00**SPECIAL OPERATIONS #2****ORI**

Twenty new missions, where you can fly a new superfighter armed with tactical nukes! You fly undercover missions, meeting new wingmen and old enemies. Includes mission selector for WC2. Requires: 1.2 meg disk drive.

IBM - \$60.00**FANTASY****BLACK CRYPT****EA**

This game is a fantasy adventure which uses the EYE OF THE BEHOLDER system, and has been doing extremely well. It follows the emergence of a(nother) Dark Lord, leading forth battalions of skeletons to seek forth the descendants of those who banished him from Astera long ago. You have to recover the lost relics that sent him into exile the first time. There are digitised sound effects and musical score, intelligent monsters (some of whom even run away!), an auto mapping feature, 20 levels of monsters and traps, and 50 spells - including swarms of insects.

AMIGA - \$60**FIRE KING****SSG**

A lone hero or heroine goes on a quest for adventure, searching the land's darkest nooks and crannies for treasure and evil foes. Features arcade style action with 3-D graphics. Players meander around the Fire King's Realm, looking at the wondrous sights, dealing out rough justice to various creepy crawlies, and pocketing anything they find of value! Action aplenty for those brave enough to venture from the castle's comforts.

C64 - \$37.00**IBM - \$45.00****KING'S QUEST #5****SIE**

Absence Makes the Heart Go Yonder!

King Graham, returning home from a previous escapade, finds his castle and all its occupants missing! With Cedric the Owl as his guide (he's also useful if the rations run low...), valiant King Graham sets off in search of his family and the real estate they were last seen in. Can he save his loved ones, and everything else, before the mortgage repayments ruin him financially? The best graphics yet (as one would expect, with a game that takes up 10 meg on the hard disk) with a magnificent orchestrated soundtrack, realistic sound effects, and mouse activated icons.

Requires: 1.2 meg disk drive, and hard disk or two floppies.

IBM VGA - \$60.00**LORD OF THE RINGS, Part One****EA**

This is the official computer game of the Lord of the Rings. The adventure starts with our four hobbit friends, Frodo, Sam, Merry, and Pippin, at Bilbo's party. Bilbo makes his grand disappearance, and Gandalf comes to tell Frodo about the One Ring. As Frodo, you now have to escape from the Black Riders and flee to Rivendell, so the great quest can begin. This is a big game, (and requires hard disk?), and ends with the parting of the Fellowship.

IBM - \$45.00**LORD OF THE RINGS, Part II****EA**

This covers the second part of the Lord of the Rings, being THE TWO TOWERS. You will travel through the Forest of Fangorn and meet the ents, go over mountain passes, through a great fortress cave complex, a ghastly marsh, and the Two Towers. Includes an enhanced interface, digitised speech, and colorful animations. The game can be played alone, or as a carryon from the first game.

Note: requires hard disk and 1.2 meg floppy.

IBM - \$80.00 (July)**POPULOUS II****BUL**

For all you people who've been delighted by Populous, you'll love this carry on. Thirty two Greek mythical gods would like to challenge you, and each has his or her own skills and weapons. Graphics are greatly improved, and you will be delighted as your little people build all forms of Greek architecture. There are apparently 1,000 worlds to battle in, and you don't progress up to the next Greek deity until you've beaten the previous one - Zeus is the last and is the 'umpire' of all games. If you do well, he'll reward you, if not, he'll be disappointed. The game involves you and the computer player each starting with a small number of people. You have to guide your own in building houses, villas, and cities. The better you build, the quicker they populate. The more people you have, the more divine power you have, and then you can inflict divine disasters against the enemy. (The world is too small for two deities, and one will have to leave...) Very, very cute graphics. (You should see the vegetable head people!)

AMIGA - \$70.00**PROPHECY OF THE SHADOW****SSI**

This is a new single character adventure, requiring 40 - 60 hours game time. A magic council sends you off to stop the rise of a dark lord, and has over 50 digitised art & animation sequences, point & click interface, a large above & below ground world, and three perspectives, adventure view, up close view, and eagle's view.

Requires 1.2 meg disk drive.

IBM - \$80.00 (Jul)**AMIGA - \$80.00 (Sep)****ULTIMA VI The False Prophet****ORI**

Gargoyles have risen in dark flocks from the underworld. At night screams of torment arc through the chill air, and the gory refuse of victims are strewn like warnings across the land. The champion from Ultima V must yet again venture into the underworld (brought forth from the 20th Century is a stunning graphic introduction) and put an end to these evil incursions. This seven-disk campaign features superb graphic quality and very extensive detail! This would have to be the most visually stunning and comprehensive fantasy adventure yet produced.

C64 - \$85.00**IBM - \$85.00****ULTIMA VII The Black Gate****ORI**

200 years have passed in Britannia, and though the society has advanced, an incurable disease is striking the mages, pollution and ecological waste is running rampant, and the Moongates are malfunctioning, and murders are running amuck. You have to discover who is behind it all. Features superb graphics, sound track, and background effects. Out now!

Requires 1.2 meg disk drive & hard disk.

IBM - \$110.00**ULTIMA THE UNDERWORLD****ORI**

This is the most realistic 3-D dungeon adventure computer game produced. It is set in the infamous Stygian Abyss, a vast and richly detailed underworld labyrinth excavated around a volcanic core, with twisting corridors, soaring chambers, gaping chasms, bubbling lava pools, etc. The 3-D graphics are the best ever, you can scroll the view left, right, and even up and down! Boulders roll down slopes, arrows arc in flight, flasks of oil smash into walls and burst into flames.

Requires hard disk & 1.2 meg disk drive.

IBM - \$110.00**WARLORDS****SSG**

1 to 8 players can participate in this large strategic fantasy campaign. Set in the medieval-fantasy world of Illuria, a fragile peace treaty has expired and after quickly dispensing with any pretence towards peaceful negotiations, all eight nations declare war on each other in a race to gain supreme power. The mechanics are simple, and include diplomatic ventures, economic restraints, production of military units and strongholds, and exploring for magical talismans or allies, such as dragons, ghosts, wizards, etc. There are 80 cities to conquer, 10 terrain types, 16 troop types and races, and terrain-racial combat modifiers. "Treat your defeated foes with the contempt they deserve - and off with their heads!" says the blurb on the box, which well sums up the friendly atmosphere. (We have been asked by customers to add a warning to this game - it is extremely addictive!) Note: the IBM version is an improved version.

IBM - \$50.00**AMIGA - \$50.00****ADVANCED DUNGEONS & DRAGONS****CHAMPIONS OF KRYNN****SSI**

As one would expect, this program is set in the realms of the Dragonlance books. But whereas previous Dragonlance adventures have been of the arcade-action genre, this package presents an epic-quest similar in character and complexity to Pool of Radiance. A party of grizzled veteran type adventurers must save their homelands from the tyrannical Dragonlords, and the legions of evil creatures that follow them. Features extensive dungeons and lairs, plus the more civilised communities that reside in Krynn.

C64 - \$50.00**IBM - \$50.00****AMIGA - \$30.00****CITADEL OF THE BLACK SUN****SSI**

This game is due December, January.

IBM - \$70.00**Dark Sun**

CURSE OF THE AZURE BONDS

SSI

Sequel to Pool of Radiance, the most popular and potentially rewarding regions of the Forgotten Realms fantasy world is now revealed to explorers intent on glory, or adventurers seeking excitement and treasure. This program offers a very large multi-disk campaign for high level (10th Level and above) heroes and heroines. The mechanics feature extra character classes (rangers and paladins), many new spells, and an array of fearsome beasts and dangerous lairs.

C64 - \$30.00

IBM - \$30.00

AMIGA - \$30.00

DARK SUN - Shattered Lands

SSI

Now you can adventure in the savage Dark Sun world of Athas, in an endless wasteland, containing a handful of cities ruled by thousand year old sorcerer kings. Your party begins as slaves in the city of Draj, condemned to die as gladiators in the arena. You have to escape into the hostile wilderness, join with other slaves, and create a rebel force powerful enough to destroy the evil king's army. The game takes full advantage of 16-bit computers. Contains new races and monsters, with higher characteristics, over 200 spells, Pool of Radiance style combat, and 50 - 100 hours game play. Takes up over 10 meg.

Requires: VGA, hard disk, & 1.2 meg disk drive.

IBM - \$90.00 (Oct)

AMIGA - \$90.00 (Jan'93)

DARK QUEEN OF KRYNN

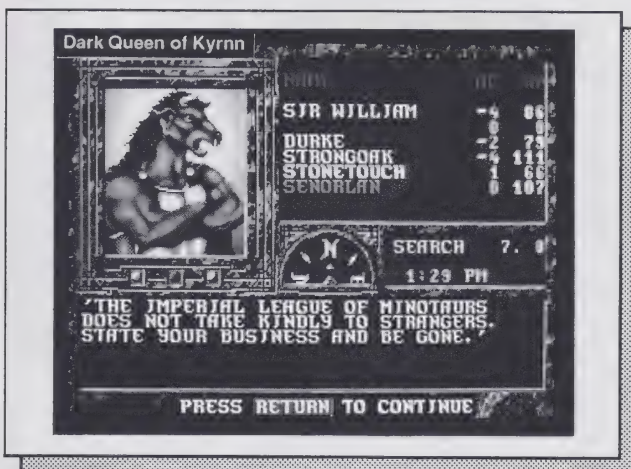
SSI

The sequel to DEATH KNIGHTS OF KRYNN, is set in the Dragonlance world of Krynn, requiring 40 - 100 hours to solve. This boasts a fully evolved version of the SSI computer game system, and you can transfer your characters from DEATH KNIGHTS, while you battle Krynn's worst nightmare. You can take your characters up to the 40th level, and you can do an extensive underwater exploration. IBM Out Now!

Requires hard disk & 1.2 meg disk drive.

IBM - \$70.00

AMIGA - \$70.00 (Aug)

**DEATH KNIGHTS OF KRYNN**

SSI

It has been one year since the Champions of Krynn claimed victory over the massed forces of evil. Now the Lord of the Death Knights, Soth himself, is preparing to wreak havoc in an eruption of evil such as Krynn has never witnessed. As members of the Special Solamnic Order of the Champions of Krynn, you and your party stand as the only force capable of answering Soth's deadly challenge - and living to tell it. This game takes the award winning game system used in Champions of Krynn to new heights. There are higher character levels, new monsters and spells, and enhanced combat.

C64 - \$50.00

IBM - \$60.00

AMIGA - \$60.00

EYE OF THE BEHOLDER

SSI

This is the first game using a brand new system - players receive a 3-D point of view that creates that "you are actually there" feeling, and all commands are done with a "point and click" system. You are welcomed to the proud city of Waterdeep - a metropolis awash with intrigue and adventure, frequented by wealthy merchants and august nobles, alive with vitality and color, perfumed by spices and herbs from around the world. Beneath these every busy streets, beyond the reach of both light and noise, is a labyrinth of sewers that conceals a criminal conspiracy. This warren of foul tunnels and dank corridors echo with inhuman shrieks and the eerie sounds of scuttling horrors. Only reckless adventurers seeking wealth unknown and the challenge of conquest dare to enter the untamed realms below Waterdeep.

IBM - \$65.00

AMIGA - \$60.00

EYE OF THE BEHOLDER II

SSI

This sequel of EOB # 1 includes a haunting forest on the way to the dread Temple of Darkmoon, a catacomb, and three large towers. Graphics are improved, and there are lots of new, smarter, meaner monsters - and some of the nastiest ones are humans. You can transfer in characters from the first game, and they can reach 13th level. Comes with EGA and VGA.

Note: requires hard disk and 1.2" meg disk drive.

IBM - \$70.00

AMIGA - \$70.00

GATEWAY TO SAVAGE FRONTIER

SSI

The first adventure in a new series, using the popular POOL OF RADIANCE adventuring system. This is set in a new world, where you can sail the Trackless Sea, conquer the heights of the Lost Peaks, brave the ruins of Ascore, visit magical Silvermoon and on it goes. You have to find talismans with which to destroy a new dark invasion. An exciting new wilderness allows players unlimited explorations, characters begin at 2nd level and can progress up to 8th level.

IBM Version requires hard disk or two floppies, requires 1.2" meg disk drive.

IBM - \$70.00 C-64 - \$50.00

AMIGA - \$70.00

POOL OF DARKNESS

SSI

Sequel to Secret of the Silver Blades, this takes you back to the Moonsea area for the final battle against the ultimate enemy. You can transfer in your existing characters, and includes new spells, new monsters, new dimensions to travel in, characters entering the game at 15th level can go on past the 25th level, all using the most popular computer adventure system to date.

IBM version requires hard disk and 1.2" meg disk drive.

IBM - \$70.00

AMIGA - \$70.00

POOL OF RADIANCE

SSI

The Forgotten Realms is a land of adventure and horror, and for those that can survive its many dangers there is wealth and power beyond imagining! Players create and then lead a heroic party of adventurers - their task is to save a city from a horde of rampaging beasts, thus searching for and destroying whatever evil force is behind this mayhem. Features an

array of Classic AD&D character classes, monsters & spells. The high quality graphics present a huge variety of exotic encounters, from sprawling cities to terrifying dungeons. IBM version requires hard disk or two floppies.

C64 - \$35.00

IBM - \$30.00

AMIGA - \$30.00

SECRET OF THE SILVER BLADES

SSI

Shrouded in a mantle of snow, battered by ferocious blizzards, the Dragonspine Mountains is an imposing, unforgiving realm. Hardy miners & trappers ply the ice and rock, gouging a bare living from the cruel land. It was a relentless struggle for survival, but things were going to get much worse...A mine shaft was sunk into unhallowed ground, unwittingly it penetrated an ancient vault. From within the musty depths of the accursed tomb rose a multitude of horrific creatures, and without hesitation they slaughtered those who had released them. Now the mystery of their imprisonment must be solved by brave adventurers, and the evil monstrosity that resides deep inside the frozen gutrock must be vanquished before the entire Dragonspine regions becomes infested. This is a high-level Forgotten Realms adventure, with new spells, monsters, etc. (Who is that glowing mouse?) IBM version requires hard disk or two floppies.

C64 - \$35.00

AMIGA - \$60.00

IBM - \$50.00

SHADOW SORCERER

SSI

This is a new AD&D game using a new format. It combines role playing, exploration, strategy and action, with all combat being realtime, requiring good co-ordination. Your party of heroes has rescued hundreds of people from the fortress at Pax Tharkas, but is pursued by the Dragon army. You have to find a safe haven for them, and will battle hordes of Draconians and the Great Red Dragon. A point and click interface is used.

IBM - \$60.00

AMIGA - \$60.00

SPELLJAMMER Pirates of Realmspace

SSI

You are the newly commissioned captain of a Spelljammer space ship, venturing into space in the Forgotten Realms. Your aim is to destroy a Neogi command ship, while battling monsters, mutineers, pirates, etc. 40 - 60 hours playing time, with ship to ship and boarding combats. Graphics have stunning 3D views of space, and there are three levels of play.

IBM requires: VGA only, requires hard disk & 1.2 meg disk drives.

IBM - \$80.00 (Oct)

AMIGA - \$80.00 (Jan'93)

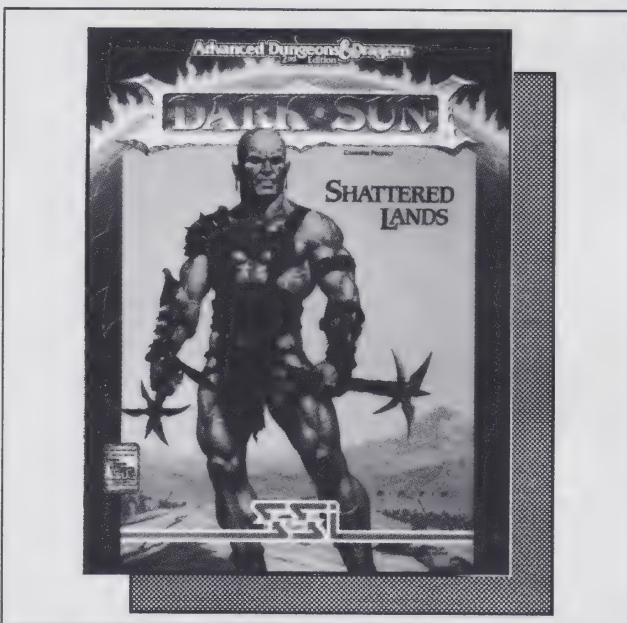
TREASURES OF SAVAGE FRONTIER

SSI

The sequel to GATEWAY TO SAVAGE FRONTIER. Your mission is to save the Savage Frontier from a cataclysmic war, free Llorch from its evil captors, and regain a powerful magical item lost since ancient times. Movement and combat are now subject to the effects of weather, and players can interact with NPCs, including romances. Reinforcements are also possible during combat. Game play is 40 to 100 hours. Comes with EGA and VGA. Requires hard disk and 1.2" meg disk drive.

IBM - \$70.00

AMIGA - TBA (sept)

**MISCELLANEOUS TITLES****SIMCITY**

MAX

This is one of the most original and addictive computer games available - you are a city planner, given the task of designing a city that will grow and develop to successful proportions. There are six preset scenarios, each with a given task for you, the city planner, to resolve. But there are also dozens of blank maps to work on, including islands and river sites, upon which you can build a city from scratch. You control where to place roads, highways, and railways, and residential, commercial, industrial areas, plus airports, harbours, fire stations, police stations, sports stadiums, etc. The goal of the game is to please the population, in which case they will stay in your city, and others will migrate, but the people are fussy, and will complain about traffic congestion, pollution, housing costs, taxation levels, unemployment, crime, and so on. You can control each of these factors by building better road systems, keeping industry away from residential areas, lower taxes, and so on. And the challenge to meet is to build a city up to 500,000 population (and I know of only one person to have reached this target!). The graphics and animation are superb, and game mechanics are all pointer controlled, and easy to use. Thoroughly recommended!

C64 - \$50.00

IBM - \$80.00

AMIGA - \$80.00

SIMCITY TERRAIN EDITOR

MAX

This is an extremely useful tool for Simcity - now you can fill in those rivers and get more land to build on, you can set up your own river channels, add forests to help with pollution, and custom make your own maps. The game also comes with several scenarios, including a post-nuclear melt-down, and a city with 11 billion dollars.

IBM - \$30.00

AMIGA - \$30.00

IBM GAMES

All programs require a COLOR CARD to run, and some games are available separately in CGA, EGA, or VGA, though most games are compatible for EGA and VGA only. Most IBM games are also available on 3.5" disks on request, however, for the others, we can provide a conversion, which will involve a small wait.

MECHS AND MATCH MODULAR SYSTEMS



MAGNUM*

Customized variants based on the "Gladiator" Omni Mech torso.



MONGREL*

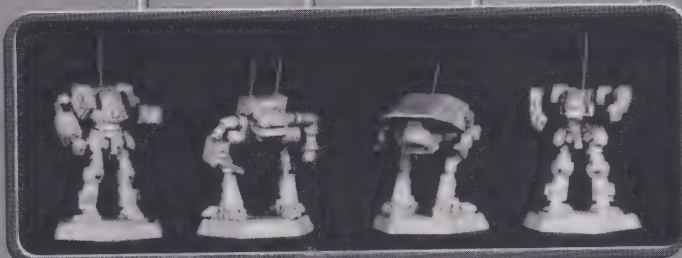


GOJIRA*

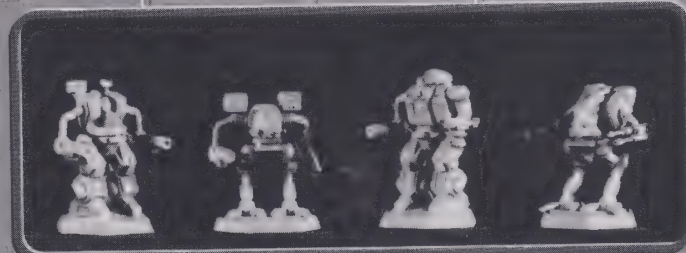
Customized variants based on the "Daishi" Omni Mech torso.



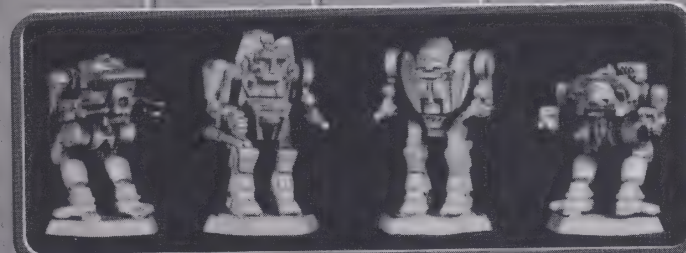
HARENDIA*



10-840 Light Omni Mechs (Dasher, Uller, Puma, & Koshi)16.00



10-842 Heavy Omni Mechs (Loki, Madcat, Thor, & Vulture)20.00



10-843 Assault Omni Mechs (Man O' War, Masakari, Gladiator, & Daishi).....23.00

BATTLETECH®



* NO, this isn't in any Technical Readout... we're just making it up as we go along.

With Ral Partha's and FASA's unique "Mechs and Match" system, you can build a fighting machine to YOUR own personal specifications. Mech conversions have never been easier...just choose the appropriate parts from the components included in each OMNI MECHS boxed set and you've got a custom tailored Mech designed to take on even the most difficult missions! Each set contains all of the parts from the four basic mech designs in its respective OMNI MECH weight class. So now you have a wide range of deadly weapons systems, impenetrable main torsos, and ground shaking drive systems to select from... and they're all under one box top!



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ANCIENT RULES

HISTORIC

GRE

ANCIENT RULES 7th Edition

Wargames Research Group's 3000BC to 1485AD rules. Each figure (of any scale - 5mm to 30mm) represents 20 men. All troop types (from archers to elephants), weapons, formations, and tactics for the period are included in a 56-page book, plus reference cards. The rules include historic background, field engineering, fortifications, unusual 'terror' weapons, and basic stratagems. **\$15.00**

BATTLE SYSTEM

FANTASY

TSR

BATTLESYSTEM

A moderate-complexity system covering large-scale battles between 25mm fantasy units (particularly Ral Partha's excellent range). With 3 levels of rules complexity, featuring magic, heroes, monsters, flying, sieges, and much more. Each figure represents one creature or character - but common troops appear on multi-figure bases, and fight as a formation. AD&D Player-characters can be used as heroes in any Battlesystem scenario. Made by TSR. 128 pages with colour photographs. **\$35.00**

TSR

BATTLESYSTEM SKIRMISHES

Modified Battlesystem rules designed for smaller forces (10 to 50), with each figure fighting as an independent combatant. Can be used in conjunction with AD&D. Mechanics include morale, experience, personal challenges, etherealness, aerial combat, magic weapons, illusions, war machines, wizards, & more. 128 pages, with painting guide. **\$35.00**

TSR

STRONGHOLDS

This generic accessory contains a collection of reprinted (originally from FRB, WGA2, WGA3 & Castles) colour cardboard 25mm buildings - predominantly mediaeval township dwellings. Includes 25mm street layout maps and a book of assembly instructions. **\$50.00**

TSR

CASTLES

A generic mediaeval-fantasy supplement boasting a wealth of 25mm colour cardboard parts, including - towers, holds, fortress walls, battlements, drawbridges, siege towers, fieldworks, plus numerous floorplan aids, & more. With assembly instructions. **\$60.00**

BLADESTORM

FANTASY

IRO

BLADESTORM

Skirmish-level system where each figure represents a single combatant. The mechanics allow for quick combat resolution and are specifically designed for small unit engagements. Of interest is the background material that features a chaotic, divided land shrouded within a mantle of ferocious magical gales called Bladestorms. Includes a 64 page rulebook, a 160 page world sourcebook, a 32 page scenario book, a 32 page colour troop guide, two large colour maps & dice. By Iron Crown. **\$30.00**

IRO

BLADESTORM BESTIARY

96 pages of new critters - featuring giant animals, zephyr hounds, flying beasts, undead, artificial beings, shapechangers, demons, invaders, assassins, dragons, 10 scenarios, encounter tables, plus generators for weather, treasure & Power Hue. **\$25.00**

CHALLENGER II

MODERN

TAB

CHALLENGER II

Covers battlegroup combat from 1950 to the 1990's. Each micro-scale miniature in the game represents one weapon. The 66 page rulebook includes reference-charts, a beaten-zone template & 170 markers. The popularity of this product is due to its comprehensive detail & excellent tactical integration of the combined-arms doctrine. Mechanics cover the command network, communication, multiple ordnance, electronic & NBC warfare, engineering, helicopter operations, air support, and much more. **\$15.00**

TAB

MODERN EQUIPMENT HANDBOOK

92 page guide to equipment specifications & point values. Contains a compendium of vehicles (MBTs, TDs, APCs, ACs, recon units), antitank missiles, rockets (conventional & NBC), anti-aircraft systems, mortars, artillery & helicopters, all from 49 countries. **\$15.00**

TAB

DIGEST #4

Ultra Modern Army Lists Volume 1. This 77 page book details comprehensive unit compositions of the major and neutral forces on the central European front. **\$15.00**

TAB

DIGEST #5

Features tables of organisation for the Middle East, Africa, the Far East, Latin America, & Rapid Intervention Forces, plus a brief listing of Central American 'hot spot' forces. **\$15.00**

COMMAND DECISION

20TH CENTURY

GDW

COMMAND DECISION

2nd Edition Covers combined arms warfare at operational-level from 1939 to 1992. The emphasis is on speed of decision, and the importance of each combat element, without succumbing to rules overkill. Suitable for any scale - HO, 1/300th & 1/200th, with each model representing platoons (40-50 soldiers, or 4-5 vehicles). What you get for your bucks is thus: A 96 page rulebook that includes aircraft, airborne & amphibious operations, 6 scenarios, and DYO campaign material. A 224 page Armies of WW2 book detailing divisional tables of organisations & equipment for France, Germany, Italy, Japan, Poland, England, America & Russia. A 32 page Equipment Data book listing major weapons for all of the above nations. There is also an 8 page set of playtest rules for pre 20th century games, a battalion-level rules summary, 2 rules charts, 2 templates, and a plethora of chits. **\$75.00**

GDW

OVER THE TOP

Rules for tactical combat in the bloody mire that was World War I - the dawn of modern warfare. The game mechanics feature chemical warfare, artillery barrages & variant ammunition, complex prepared trench systems, weather, night fighting, aerial operations, trench raiding parties, stossgruppen, demolition, exhaustion, flamethrowers, BEFs Mad Minute, rudimentary AFVs, & the deadly machine gun. This 128 pg book includes 10 scenarios, two campaigns, & complete 1914 to 1918 Orders of Battle for 13 nations. **\$25.00**

DE BELLIS ANTIQUITATIS

ANCIENT

WRG

DE BELLIS ANTIQUITATIS

Wargames Research Group's fast-play campaign rules. This 20 page book contains simple, yet effective, mechanics that cover troop definitions, terrain, camps, close combat, missile fire, artillery, etc. Includes a suggested six nation campaign, plus historical army lists. Very suitable for mass-density 15mm or 1/300th games. **\$6.50**

FANTASY WARRIORS

FANTASY

GRE

FANTASY WARRIORS

Grenadier's incursion into the realm of fantasy tabletop wargaming is a pleasant surprise. They've produced a low-to-moderate complexity system that allows play to flow quickly without sacrificing the character necessary for an epic sword 'n' sorcery battle. The 56 page rulebook includes sections on orders, scouting, warchief boasting, omens, threats (quite useful), magic, talismans, army lists, & more. There are also 150 miscellaneous game markers, some dice, plus 120 plastic 25mm Dwarf & Orc miniatures. **\$70.00**

FANTASY WARLORD

FANTASY

FOL

FANTASY WARLORD

A mass-combat system that encompasses field armies of unlimited size. The mechanics feature formation-level manoeuvre & combat resolution, with individual warrior-heroes, priests, thieves, wizards and discipline masters. Details include unit organisation, orders, flying, terrain, missiles, morale, divine intervention, divine agents, magic armour & weapons, artifacts, battle-magic (Arcane & Divine - 109 spells), tactical tips, campaign-world source material, racial backgrounds and numerous reference sheets. 192 pages. **\$40.00**

GALACTIC WAR

SCIENCE FICTION

GRE

GALACTIC WAR

A skirmish-level system detailing a war between humanity and the alien Vortechs. This box set features a 48 page rulebook, an 8 page scenario & terrain pack, introductory rules, counters, plus over 100 25mm plastic Grenadier miniatures. More details next catalogue. Future releases will introduce the gargantuan Goliaths, fire-breathing Drakes, web-spinning Arachnoids, robotic Microns, Vortech Cyberserkers, & much more. Due? **\$60.00**

HARPOON

MODERN

GDW

HARPOON

Excellent tactical naval rules, featuring a 48-page rulebook, the 144 page Data Annex 1990-91 book (see below), a 16 page scenario book, 2 reference cards and 168 counters (if you can't afford miniatures). The mechanics are detailed, and allow for a realistic interpretation of near-future conflicts. Incorporates devastating air power & sophisticated electronics with a variety of surface vessels & submarines. However, these rules require extensive book-keeping (unit damage allocation, ammunition expenditure, fuel, etc). **\$60.00**

GDW

BATTLES OF THE 3rd WORLD WAR

Contains 14 scenarios of Soviet & NATO naval engagements in the North Atlantic. With new rules, secret weapons, plus essays on maritime strategy. 48-pages. **\$18.00**

GDW

SHIP FORMS

25 detailed status sheets for popular ship-classes in the NATO (12 entries) and Soviet (13 entries) fleets. Full game data for each vessel is included, as are 9 aircraft and 4 helicopter profiles, plus a scenario-generation system. **\$18.00**

GDW

SUB FORMS

Like Ship Forms, this 48 page supplement is designed to speed-up play & make references to the combat vessels easier. Features 38 detailed, ready-to-play submarine data-sheets, representing boats from 7 countries. **\$18.00**

GDW

ASW FORMS

Contains comprehensive data-sheets for 32 NATO & Soviet Anti-Submarine Warfare vessels, aircraft & helicopters. With an ASW scenario-generation system. **\$18.00**

GDW

DATA ANNEX 1990-91

Filled with concise technical specifications on modern ships, submarines, aircraft, weapons, missiles & electronics. This 144 page supplement details the world's fleets, including near-future vessels. Also features new aircraft endurance rules. **\$15.00**

GDW

THE SOUTH ATLANTIC WAR

Features 24 scenarios that recreate the furious clashes between Britain & Argentina in their battle for control of an island full of cold sheep (not New Zealand). Includes pre-generated ship status sheets, background, environmental data & land campaign rules. **\$27.00**

GDW

TROUBLED WATERS

Feature over 30 pregenerated ship forms and special rules that covering 3rd world navies, with scenarios from the 1973 Arab-Israeli war, Iran-Iraq war, & the Gulf War. A scenario generator is provided, plus a brief history of Fast Patrol Boat operations. **\$22.00**

JOHNNY REB

U.S. CIVIL WAR

GDW

JOHNNY REB

2nd Edition One figure (of any scale) represents 20 soldiers, forces are deployed in Regimental formations. Players are able to recreate massive Corps-level engagements. Includes an 86-page rulebook (illustrated with diagrams), 11 pages of scenarios, 2 quick-reference charts & 300 counters (if you don't want to purchase miniatures). Comprehensive in its historic detail, but with playable mechanics. **\$50.00**

GDW

TO THE SOUND OF THE GUNS

Campaign supplement spanning the War of the Rebellion with 12 scenarios, some of which feature special rules covering unique problems faced by the combatants. **\$18.00**

KRYOMEK

SCIENCE FICTION

FAN KRYOMEK

Skirmish and mass-combat level rules depicting a war between the Nexus Tri-Federation Alliance and hive terror-creatures. The fast-play mechanics include a command-chit order system, and a low threshold of dice throwing. Features alien terrain, troop experience, rank progression, skill bonuses, extensive campaign background, weapons tech, morale, drones, bioengineering, combat vehicles & much more. Complemented by a superb range of 25mm Fantasy Forge miniatures and resin kits. **\$40.00**

NAPOLEON'S BATTLES

HISTORIC

AVA NAPOLEON'S BATTLES

Rules for grand-tactical brigade-regimental warfare from 1792 to 1815. Includes unique mechanics that stress Command-Control & player interaction. One 15mm figure represents either 120 infantry or 80 cavalry, with 1 artillery base per battery. One turn = 30 minutes, one inch = 100 yards. Features an introduction (32 pages), a scenario book with 8 battles and DYO (48 pages), a rulebook with three complexity levels (36 pages), reference cards, templates, and 186 counters. Over 350 troop types, and 800 leaders are rated for their abilities. By Avalon Hill. **\$60.00**

AVA NAPOLEON'S BATTLES EXPANSION MODULE

Features rules errata for the parent game, more details on scenario generation, plus optional mechanics (terrain & formations, etc.), & 9 complete scenarios. 54 pages. **\$25.00**

PHOENIX COMMAND

GENERIC

LEA PHOENIX COMMAND 2nd Edition

A quick-playing, realistic small-arms combat system. Any number of players can participate in gritty man-to-man scenarios of modern melee combat. Includes basic, advanced & optional rules plus a character generation system and a comprehensive listing of contemporary infantry weapons. 90 pages of manly slaughter. Recommended. **\$35.00**

LEA ADVANCED DAMAGED TABLES

A detailed, expansion of the Hit Location & Damage tables. Includes rules for bullet paths (showing just what gets splattered), low penetration weapons, target shock, bone ricochets, & over 60 bodily hit locations. This much family fun can't be legal! **\$20.00**

LEA ADVANCED RULES

More mayhem than you can poke a stick at! Includes blunt trauma, smoke, blind fire, traps, explosive ammo, spotting, weapon reliability, scopes, skills training, etc. **\$20.00**

LEA ARTILLERY SYSTEM

Here's some heavy hardware that's guaranteed to turn every target into instant fertiliser! With 72 pages detailing an extensive range of guns, rockets & mortars; plus rules for indirect fire, calling fire missions, air & ground bursts, defensive positions, etc. **\$27.00**

LEA CIVILIAN WEAPON DATA SUPPLEMENT

Details 118 weapons available in America to the general public (useful for such activities as a McDonald's Massacre, etc.), or hardcore cops 'n' robbers type overkill. **\$20.00**

LEA HAND TO HAND COMBAT SYSTEM

No mucking about here kids - straight into the real messy stuff! 47 pages with rules for whips, swords, baseball bats, chainsaws, etc. Includes character generation, etc. **\$22.00**

LEA HEAVY METAL

Details the capabilities, suit hit locations & damage tracks for 11 types of power armor. Includes rules for weapon-battlepacks, auxiliary-packs & Dragoncrest equipment. **\$27.00**

LEA HIGH-TECH WEAPON DATA SUPPLEMENT

Describes futuristic cyberpunk-genre weaponry (Sliver, Flechette & Lase munitions), power body armor (flex, power, ect.). Plus data on caseless ammo, mines & launchers. **\$22.00**

LEA MECHANISED COMBAT SYSTEM

The theory behind this one is that if you can't shoot the buggers, then run 'em down with a bloody great tank! 112 pages of spinepoppin', skull crushin' entertainment. Due? **\$30.00**

LEA PHOENIX COMMAND EXPANSION

New rules include animals in combat (from dogs, to sharks & dinosaurs!), laser sights, specific aim points, etc. 32 pages of more mayhem than you can poke a stick at! **\$20.00**

LEA SPECIAL WEAPONS DATA SUPPLEMENT

32-pages of wholesome christian fun, detailing unusual weapons like riot control gear, flamethrowers, miniguns, claymores, modern bows, silencers, garrotes, & more! **\$20.00**

LEA WILD WEST WEAPON DATA SUPPLEMENT

Features 48 popular period weapons, with historic overviews, plus rules for quick drawing, fanning revolvers, speed loading, and other classic western-shootout kinda stuff. **\$15.00**

LEA WORLD WAR II WEAPON DATA SUPPLEMENT

An ideal supplement for squad-level WW2 miniatures games, featuring over 80 infantry weapons from pistols, to rocket launchers & explosives, from 7 belligerent nations. **\$18.00**

SPACE MARINE II

SCIENCE FICTION

GAM SPACE MARINE II

Set in the Warhammer 40,000 universe, this is a tactical game of land combat in a brooding, gothic universe where a techno-religious empire fights an array of fantasiesque races & the dread spectre of Chaos! Citadel's superb Epic-scale miniatures are designed for use with these rules, and they amply reflect the bizarre draconian future that is Space Marine's background. The second edition version features new unit point values & combat mechanics, plus extra plastic miniatures - 12 Land Raiders, 24 Rhinos, 240 Marines, 12 Eldar Grav Tanks, 120 Eldar Guardians, 18 Ork Battlewagons, 180 Ork Boyz and a single Warlord Titan. Good fun! **\$100.00**

STAR WARS

SCIENCE FICTION

WES STAR WARS MINIATURES BATTLES

112 pg book on tactical squad-level combat in the Star Wars universe. The rules have two complexity levels, mechanics for close-assault, alien terrain, squad creation, troop morale, heroes, 'droids, space critters, hidden movement, special weapons, the force, etc. Also includes various templates & markers, 2 scenarios, army lists, painting guides, ideas for scenery, plus many photos. **NOTE** reduced price due to scuffed covers! **\$25.00**

TACTICA

ANCIENT

TAC TACTICA

A comprehensive set of rules for 25mm (or 15mm) ancient era campaigns. The mechanics stress the historical limitations of units, maneuver restrictions for certain troop types, battline depth & frontage, angle of attack, troop quality, etc. 90 pages, with some glorious colour photos. Includes exhaustion, wheeling, post-melee movement, massed & skirmish missile fire, variant melee types, chariots, elephants, plus 25 accurate & complete army lists. A factual, yet playable, format. **\$35.00**

WARHAMMER FANTASY BATTLES FANTASY**GAM WARHAMMER FANTASY BATTLES**

3rd edition 278 page softcover book. Mechanics are very detailed and have a great amount of character. Every imaginable aspect of heroic combat is covered - chariots, aerial combat, character skill-levels, champions, generals, wizards, elite units, special forces, camp followers, leadership, war beasts, war engines, racial types and much more, plus a wealth of background material on the Warhammer universe. Units are allocated to regiments, with morale & combat efficiency pertaining to the whole formation - heroes, magicusers, monsters, special weapons, and other such elements become potent auxiliaries. Includes a scenario plus 24 pages of templates and charts. **\$50.00**

GAM REALM OF CHAOS VOL. 1

Also for use with Warhammer 40000, this book features new rules for chaos magic, Daemonic weapons & chaos attributes! Plus a comprehensive array of information pertaining to the chaos deities, chaotic organisations, cults & Army Lists. "For Mature Gamers" says the blurb on the cover, no doubt this helps boost their sales to younger players! 282 pages of gothic-horror splatter frenzy. **\$70.00**

GAM REALM OF CHAOS VOL. 2

This 296 page tome of gut-wrenching, spine-quivering and ball-shrivelling terror further describes the obscene world of Chaos for Warhammer Fantasy & Warhammer 40000. Details include new magic, chaos gifts, narrative campaigns, monoliths, the Dark Tongue, lesser powers, new warbands & cults, daemon legions, the Chaos armies of Nurgle, Tzeentch, renegades, plus lots more! **\$70.00**

GAM WARHAMMER ARMIES

This 162 page softcover book presents a huge array of army lists (with revised army-record sheets) for everything from dark elves & pygmies, to mercenaries & goblins. Also features new rules on combat, special troops, magic, artifacts & monsters. All troop-types are illustrated, as are shield & banner designs for gungho painters. **\$50.00**

GAM WARHAMMER SIEGE

140 pg softcover comprehensively detailing the protracted art of siege warfare, & the tenacious science of fortress defense, for both Warhammer Fantasy Battles & Warhammer 40K. Rules feature castle construction & anatomy, interior movement & combat, missile fire, structural damage, rampart assault, wall defense, large humanoids, strategic maps, foraging, siege machines, supplies, siege engineering, flying critters, magic, fire, & more! Includes various templates & chits, plus an introductory game with counters. **\$50.00**

WARHAMMER 40,000

SCIENCE FICTION

GAM WARHAMMER 40K

A tactical science fiction miniatures system suitable for games varying in size from simple skirmishes to monster engagements. Rules include psychology, robots, aerial combat, psionics, mutants, personalities & bionics. There is also a comprehensive listing of the weapons, armour & combat vehicles of this gothic future. Extensive background information is provided, with a brief history of the Imperium, as well as a detailed bestiary of the bizarre beasts and cruel aliens that inhabit the known planets. With 272 pgs, plus unit-briefs, templates & record sheets. Designed for use with Citadel miniatures. **\$50.00**

GAM WARHAMMER 40,000 COMPENDIUM

198 pg softcover book that features rules expansions for terminator squads, chaplains & commissars, medics, roughriders, Ogryns, Imperial Guard, dreadnoughts, Eldar War Walkers, land raiders, predators, bikes, craters, bikes, robots & other such related miscellany. There are also miniature painting guides, advice on scratchbuilt vehicles, & comprehensive army lists for Space Marines, Imperial Guard, Squats & Harlequins. **\$50.00**

GAM WAAARGH - ORKS!

104 pg Ork sourcepack containing everything you ever wanted to know about this obnoxious, brutish race. Experience the culture, however rude & filthy, of the infamous Mad Boyz and their brethren. Details include Orc history, their crude society, caste design, clan organisation & uniforms, warbanner art and local languages. Learn about the tragic plight of the bullied Gretchin, the abused Snotlings and the bastardised Squigs. **\$40.00**

GAM 'ERE WE GO

More Ork source material (208 pages) details include army lists for three new Clans, plus a whole mess o' stuff for Painboyz (with their various nefarious attachments), Runt-herdz, Weirdboyz, Madboyz, Mekboyz, Tinboyz, Ork Mekaniks and Freebooterz. But Wait - that's not all! There are also new rules for kustom vehicles & weapons, cyboars, robots, wargear, shokk attack guns, figure painting guides, and heaps more besides! **\$40.00**

GAM WARHAMMER 40K COMPILATION

Yet another supplement that features a plethora of material taken from the White Dwarf magazines. This includes new Army Lists as well as extensive background information on the Eldar & Genestealer races, extra rules for Space Marines & Terminators, miniature painting guides & a history of the Space Wolves' Primarch Leman Russ. **\$45.00**

Crazy Specials

PLEASE GIVE SECOND CHOICES

WARGAMES

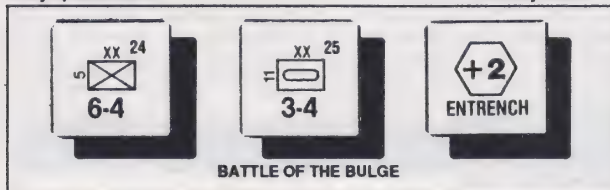
BATTLE OF THE BULGE

AH

This is the new 3rd edition of the game, following Hitler's offensive in the Ardennes in 1944. Hitler's three armies slam headlong in the stretched American lines, but their momentum is arrested by a determined defense. The Panzers try to break through allied lines before allied reinforcements arrive, but being low on fuel gives them little time. This is an entry level game with 194 counters, 14"x22" mapboard, and 40 rules book.

Crazy Special \$25.00

Normally \$45.00



BATTLE OF THE BULGE

SHELL SHOCK

VIC

Admittedly, this two player version of the popular AMBUSH is not all that popular, but for \$20.00, who cares? The game gives you an objective, and you then purchase what weapons and troops you need to obtain that goal, such as heavy weapons, artillery support, etc. Contains 5 maps, 540 counters (that's a lot of counters for \$20.00), and 6 variable ending scenarios. Rules cover hidden defense, engineers, AFVs, mines, random events, etc.

Crazy Special \$20.00

Normally \$80.00

RAF

WES

This is probably the best (and certainly the most popular) solitaire wargame available. It recreates the Battle Of Britain, where the massive Luftwaffe takes on the RAF. You control the RAF, while the game controls the Luftwaffe. There are 160 counters and a 22"x34" map, plus 134 target, event, and force cards, that determine the make up of the German forces and their strategies. No campaign is ever the same.

Crazy Special \$35.00

Normally \$60.00

ADVANCED SQUAD LEADER

AH

Crazy Special \$165.00

Normally \$329.00

For this wonderfully cheap price, we will supply you with the following Advanced Squad Leader items: GUNG HO, HOLLOW LEGIONS, PARTISANS, PARATROOPER, and HEDGEROW HELL. You must own ASL Rules & other ASL supplements to be able to use these items. The items are also available separately. GUNG HO contains the US marines, Chinese, & rules for beach landings. HOLLOW LEGIONS contains Italians for ASL. PARTISANS includes an assortment of guerrilla operations. PARATROOPER is an introductory ASL module. HEDGEROW HELL contains 4 deluxe hex boards & scenarios, to make stacking easier.

INDIVIDUAL PRICE LIST

	Crazy Special	Normal Price
Gung Ho	\$70.00	\$99.00
Hollow Legions	\$30.00	\$60.00
Partisans	\$25.00	\$45.00
Paratrooper	\$27.00	\$50.00
Hedge Row Hell	\$30.00	\$75.00

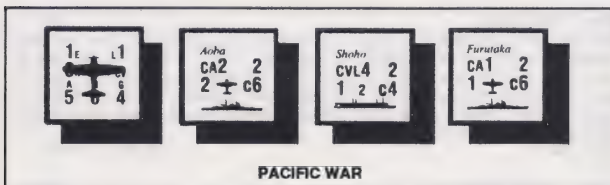
PACIFIC WAR

VIC

This is an extremely complex game of the war in the Pacific during 1941 to 1945, where the Japanese player must obtain decisive results before the Allied war machine gears up, or else be met by superior numbers. The game has 20 scenarios, 2340 counters (that's an awful lot of counters), and two 22"x32" maps. The game includes air, land, and sea mechanics, as well as a streamlined logistics system.

Crazy Special \$60.00

Normally \$110.00



PACIFIC WAR

FLASHPOINT: GOLAN

VIC

This is an excellent, moderate to advanced complexity game of a possible conflict in the Middle East. There is a scenario generation system, variable victory conditions, allied nation support, UN action, superpower intervention, etc. Mechanics include battlefield salvage, cruise missiles, engineers, special munitions, amphibious operations, etc. There are 780 counters (regiments, brigades, battalions) and two 22"x32" maps.

Crazy Special \$35.00

Normally \$90.00

OMEGA GAMES SPECIAL

OME

Crazy Special \$50.00

Normally \$180.00

For this crazy price we'll give you DESERT VICTORY, AIRLAND BATTLE, and MAIN BATTLE AREA. DESERT VICTORY uses the Main Battle Area tactical combat system, which is almost a little like miniatures rules. Units have based percentile chances to hit, which are modified by various factors. There are eight maps and 600 counters. AIRLAND BATTLES focuses upon a reinforced US forward deployed corps taking on two Soviet tank armies. Includes chemical and missile support units, with 600 counters. MAIN BATTLE AREA is a tactical game of combat between US and Soviet battalions and regiments, with 600 counters. So all up, for \$50.00, this special gives you 1,800

counters!

INDIVIDUAL PRICE LIST

	Crazy Special	Normal Price
Desert Victory	\$20.00	\$60.00
Airland Battles	\$20.00	\$60.00
Main Battle Area	\$20.00	\$60.00

TET

GDW

This game follows the Tet Offensive in Vietnam, 1968. Everyone had thought the war to be over, just mopping up operations left. But the North Vietnamese army had a secret plan, the Tet Offensive. This offensive was a bitterly fought, suspense filled battle. This game includes a huge mounted map board, 300 counters in four sizes, and 15 plastic stands for 3-D counters.

Crazy Special \$40.00

Normally \$99.00

DUNGEON

TSR

This is TSR's famous multi player boardgame, where 1 - 12 players explore monster infested catacombs in search of vast treasures or mighty artifacts. The game features a 21"x35" mapboard, 250 illustrated cards which depict characters, monsters, treasures & spells, and 6 plastic miniatures. This is an entertaining romp in the fetid underworld.

Crazy Special \$25.00

Normally \$50.00

ROLE PLAYING

LUCKY DIP

VARIOUS

Well, for this wonderful little special we'll give you ten assorted items for just \$10.00! And the ten items we'll give you will be selected at random from the following: GM magazine back issues, Dragon back issues, TSR general novels, Judge Guild RPG adventures, Nova battle books, Star Ace modules, Timemaster modules, SFB stuff, Star Frontier modules, Gangbuster modules, Top Secret Modules, Marvel Super Heroes modules, Adventurer's Club & Autoduel 1/4ly back issues, Mayfair generic fantasy modules, DC Heroes modules...

Crazy Special \$10.00

Normally \$75 - \$100

AD&D BOXED SET SPECIAL

TSR

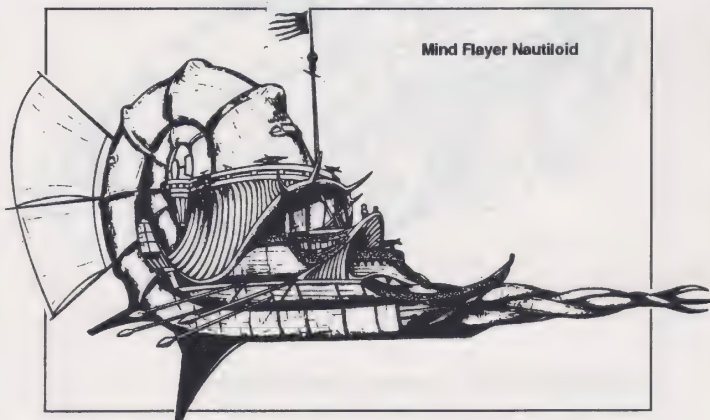
Crazy Special \$85.00

Normally \$175

For this special we will provide you with four AD&D core boxed sets, each detailing one of AD&D's worlds. You'll get HORDE, which details the nomad warriors who had invaded Kara-Tur, with two 94 page books & 4 maps, you'll get MAZTICA, which allows you to explore the frontier beyond the Shining Sea, where you'll find an Aztec style culture, and you'll get SPELLJAMMER and LEGEND OF SPELLJAMMER, which between them contain all you need to know about adventuring in space, and detailing space ships and deck plans, etc.

INDIVIDUAL PRICE LIST

	Crazy Special	Normal Price
Horde Boxed Set	\$20.00	\$45.00
Maztica Boxed Set	\$25.00	\$45.00
Spelljammer Boxed Set	\$25.00	\$40.00
Legend of Spelljammer Boxed Set	\$25.00	\$45.00



Mind Flayer Nautiloid

AD&D NOVEL SPECIAL

TSR

Crazy Special \$25.00

Normally \$60.00

Feel like reading up on the AD&D universe? Here's the special for you. Six novels, being TIME OF THE TWINS, WAR OF THE TWINS, MAGIC OF KRYNN, LEGEND OF HUMA, WEASELS LUCK, and DARKNESS & LIGHT. These novels are parts of trilogies, so you may have to buy some other novels to make the sets complete.

INDIVIDUAL PRICE LIST

	Crazy Special	Normal Price
Time of the Twins	\$5.00	\$10.00
War of the Twins	\$5.00	\$10.00
Magic of Krynn	\$5.00	\$10.00
Legend of Huma	\$5.00	\$10.00
Weasels Luck	\$4.00	\$10.00
Darkness & Light	\$4.00	\$10.00

ROLEMASTER RPG SPECIAL

ICE

Well people, if you want to get into the Rolemaster generic fantasy RPG, this is your opportunity. The game used to sell for \$64.95, but we are offering it here for less than half that. This extremely detailed RPG is compatible with MERP, but is also a superb RPG in it's own right. This boxed version comes with Character & Campaign Law, Arms Law & Claw Law, and Spell Law. Be warned that this game is not a hack'n'slash like other fantasy RPGs - you have to think - and you may even have to run from a few

fights!

Crazy Special \$30.00**Normally \$45.00****CYBERSPACE MODULES****Crazy Special \$30.00**

For this ridiculously low price, we'll give you six Cyberspace RPG modules, which can be used for Cyberspace, (and with a bit of imagination), Cyberpunk and ShadowRun. The modules are: Sprawl Gangs & MegaCorps, Edge On, Cyberrogues, Body Bank, Death Valley Free Prison, and Death Game 2090.

INDIVIDUAL PRICE LIST

	Crazy Special	Normal Price
Sprawl Gangs	\$6.00	\$22.50
Edge On	\$5.00	\$15.00
Cyberrogues	\$5.00	\$16.50
Body Bank	\$5.00	\$15.00
Death Valley	\$7.00	\$25.00
Death Game 2090	\$5.00	\$15.00

TORG MODULES**Crazy Special \$80.00****WES****Normally \$239.00**

For this crazy price, we'll give you eight TORG modules and sourcebooks, must haves for all TORG players. Some of the modules could probably be used with other RPGs with just a little imagination. For this special you get: LIVING LAND SOURCEBOOK, NEW EMPIRE OF THE NILE, SPACE GODS, DESTINY MAP ADVENTURE, POSSIBILITY CHALICE, FOREVER CITY, CASSANDRA FILES, and CREATURES OF AYLE.

INDIVIDUAL PRICE LIST

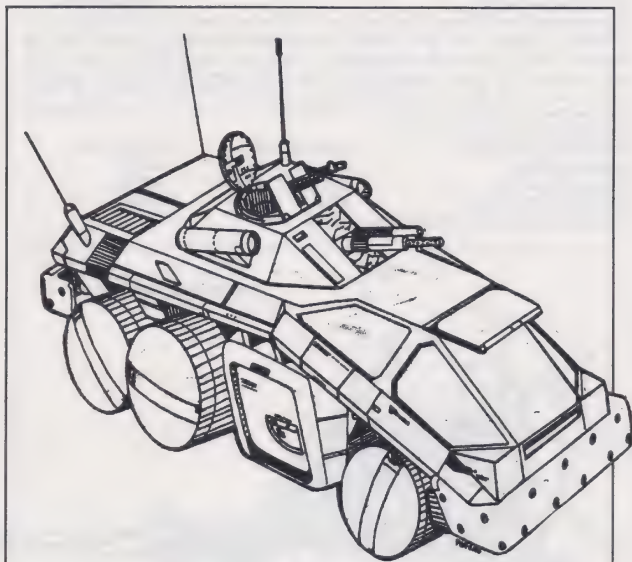
	Crazy Special	Normal Price
Living Land Sourcebook	\$13.00	\$35.00
New Empire of the Nile	\$13.00	\$35.00
Space Gods	\$13.00	\$40.00
Destiny Map Adventure	\$9.00	\$25.00
Possibility Chalice	\$9.00	\$25.00
Forever City	\$9.00	\$25.00
Cassandra Files	\$9.00	\$27.00
Creatures of Ayle	\$11.00	\$27.00

SHADOWRUN SOURCEBOOKS**Crazy Special \$45.00****FASA****Normally \$80.00**

Well, we thought we'd give some of you chummers a chance to spruce up your ShadowRun adventures, with these three extremely popular sourcebooks. We'll give you SPRAWL SITES ONE, which contains an assortment of building floorplans and city encounters, as well as NPCs. STREET SAMURAI CATALOG, which contains everything the urban street samurai needs, from arms to accessories; and RIGGER BLACK BOOK, a compendium of runners' vehicles and support gear.

INDIVIDUAL PRICE LIST

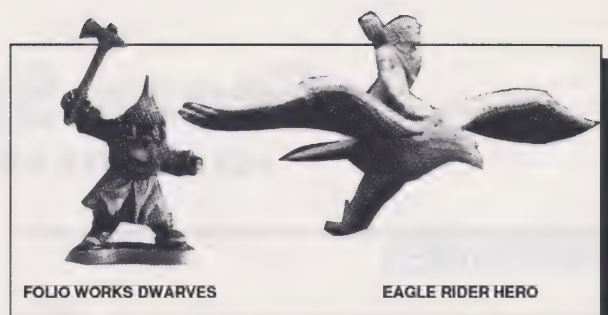
	Crazy Special	Normal Price
Sprawl Sites One	\$13.00	\$25.00
Street Samurai Catalog	\$15.00	\$25.00
Rigger Black Book	\$20.00	\$30.00

**Rigger Black Book - Ferrari "Appaloosa" Light Scout Vehicle****MERP SPECIAL****Crazy Special \$50.00****ICE****Normally \$124.00**

For this special we'll give you four Middle Earth Role Playing campaign modules and four adventure modules. These are GREATER HARAD, RIDERS OF ROHAN, SEA LORDS OF GONDOR, SHADOW IN THE SOUTH, HAZARDS OF THE HARAD WOOD, MOUTHS OF ENTWASH, PHANTOM OF NORTHERN MARCHES, and PIRATES OF PELAGIR. Some of these items are now out of print, so this will be your last chance to grab 'em.

INDIVIDUAL PRICE LIST

	Crazy Special	Normal Price
Greater Harad	\$10.00	\$20.00
Riders of Rohan	\$10.00	\$20.00
Sea Lords of Gondor	\$10.00	\$20.00
Shadows in the South	\$10.00	\$20.00
Hazards of the Harad Wood	\$3.00	\$12.00
Mouths of the Entwash	\$5.00	\$10.00
Phantom of Northern Marches	\$4.00	\$10.00
Pirates of Pelagir	\$5.00	\$12.00

**FOLIO WORKS DWARVES****EAGLE RIDER HERO****MINIATURES****25mm FANTASY GRAB PACKS**

This crazy special consists of an assortment of Fantasy Figures from Grenadier, Mithril, and Folio Works. The blisters contain from 1 to 3 figures, most Mithril codes contain one figure, Grenadier figures contain from 1 to 3 figures, while most of the Folio Works contain three figures. All figures are 25mm scale. We will choose your grab pack at random from the codes listed below, and will try to give you a good varied assortment. We also reserve the right to provide you with figures other than the ones listed below, should stocks run out.

Grab Pack Type	Number of Blisters		
	5	10	20
	Save \$15	Save \$13	Save \$70
Fighters & Good Guys			
MMM4,26,30,36,39,40,56,68,74, GRE1104,1108,1109	\$15	\$27	\$50
GRE1110,1117,1128,1129,1131, GRE2201,2202,2203, 2207,2208,2210,FOLFW1/1,3/1,8/2,8/3,FOLFW8/4,8/5, FOL20/1, 20/2,20/3,20/4.			
Barbarians			
MMM8,17,18,43,44,88,91,92, GRE1101,1102,2214 FOLFW1/2	\$15	\$25	\$45
Monsters & Bad Guys			
MMM23,46,47,94,95, GRE1103,1106,1107,1112,11113, GRE1114,1115,1123,1124,1125,1126,1130,1134,1136 2204,2205,2206,2211,2212,2213,FOLFW6/2,4/3,7/1	\$15	\$27	\$50
Personalities			
MMM33,37,38,41,53,54,55,57,66, GRE1105,1111,11116, GRE1119,1120,1121,1127,1133,1135	\$13	\$23	\$40

WOOD ELF EAGLE RIDERS**Crazy Special \$13.00****GRE****Normally \$26.00**

You get one each of the two following superb miniatures:

GRE1413 Wood Elf Eagle Rider (1)

GRE1417 Wood Elf Eagle Rider Hero (1)

COMPUTER GAMES**CHAMPIONS OF KRYNN****SSI**

One of the best selling AD&D adventures, now on special! The game is a complex role play adventure in the world of Krynn, following a party of grizzled veterans who must save their homeland from the tyrannical Dragonlords and the legions of evil creatures following them. Features extensive dungeons and lairs and communities of Krynn. (We have unlimited stocks - if we run out, we will backorder your order and send when more arrive.)

AMIGA - \$30.00**Normally \$55.00****CURSE OF THE AZURE BONDS****SSI**

The sequel to the POOL OF RADIANCE, this extremely popular AD&D role play adventure is now on special! This game offers a very large campaign set in the Forgotten Realms, featuring paladin and ranger character classes, new spells, and an array of fearsome beasts and dangerous lairs. (We have unlimited stocks - if we run out, we will backorder your order and send when more are available.)

IBM - \$30.00**AMIGA - \$30.00****DRAGONSTRIKE****SSI**

Well folks, SSI's official AD&D dragon simulator is now out of print - but we have managed to snatch up stocks before it disappeared. You fly dragons in the world of Krynn, which is a fully animated, 3-D world. Learn to fly dragons and master over 20 types of missions. Progress through 3 different orders of Solamnic Knighthood, gaining bigger and better dragons as you do so. Weapons include dragonlances, dragon fangs, dragon fire, flying citadels, etc.

IBM - \$30.00**AMIGA - \$30.00****POOL OF RADIANCE****SSI**

Set in the Forgotten Realms, this is the most popular AD&D adventure gaming system, where you have to save a city from a horde of rampaging beasts, featuring classic AD&D character classes, monsters, and spells, sprawling cities, and terrifying dungeons. (We have unlimited stocks - if we run out, we will backorder your order and get more in.) IBM version requires hard disk or 20 megabyte files.

IBM - \$30.00**AMIGA - \$30.00**

ADVANCED DUNGEONS & DRAGONS TSR

FANTASY Creates a world of high fantasy wherein the epic adventures of a group of treasure-hunters propels them into deep wilderness, vast dungeons and fabulous cities.

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- Player's Handbook** Rules for everything from character creation & non-weapon proficiencies, to combat resolution & treasure types, plus complete spell descriptions & schools of magic. 256 pgs. \$40.00
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- Legends and Lore 2nd Ed.** This 192 page sourcebook of fantasy pantheons features more details on avatars, Clerical powers and temples, plus updated immortals. \$40.00
- Magic Encyclopedia Vol.1** A collection of magic items that have appeared in modules and magazines over the years. Includes 'gold-piece' sale values for all those mercenary characters. \$22.00

CORE ACCESSORIES

- REF1 DM's Screen 2nd Ed.** A 6-panel screen that contains all the important combat & encounter tables. An ideal prop behind which a devious DM can conceal maps, hide all the best bits of junk food, or cheat like hell with dice rolls! Includes a 16 page adventure (for levels 5-8). \$16.00
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- DMGR2 The Castle Guide** Includes guides to the lore of Knights, castle construction & maintenance, plus expanded rules for sieges and tournaments. 128 pages. \$30.00
- DMGR3 Arms & Equipment Guide** Comprehensive catalogue of weapons, armour and equipment for the Mediaeval period. Includes item cost and correct application, plus illustrations. \$30.00
- DMGR4 Monster Mythology** Explores the murky world of witch doctors, shamans, monstrous paragon, and clerical magic of non-human creatures. Basically a non-human Cleric's handbook. \$30.00

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- DSR2 Dune Trader** Describes the influential, wealthy merchants and the disreputable, cunning traders who ply their wares around the wastes of Athas. \$22.00
- DSR3 Veiled Alliance** Describes the extensive Athas magic-user secret societies, driven into clandestine networks by the tyrannical sorcerer-kings. Due Oct. \$22.00
- DSR4 Valley of Dust & Fire** Reveals the most puissant, and elusive, dragon ever created in AD&D. Includes details of its magical stronghold and extensive knowledge, etc. \$22.00
- DSQ1 Road to Urik** A massive army of slaves and mercenaries marches across the barren wastes, intent on conquering a neighboring city-state. \$25.00
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Novels - \$10.00 each title

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FORGOTTEN REALMS CAMPAIGN

BOXED SETS

- The Forgotten Realms** Contains a Cyclopedia of the Realms (packed with information on the people, places & objects of interest - 96 pages), and a DM's Sourcebook of the Realms (a campaign guide with two ready to play adventures - 96 pages), plus four 21"x32" colour maps. \$30.00
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- Horde** Sourcepack of the Endless Wastes, a barren & desolate land swept by bitter winds. These eternal steppes are home only to the hardy, nomadic horsemen. Led by a cruel Emperor these barbarian tribes have become a vast army, and now look towards the Forgotten Realms with ambitions of conquest. Includes two 64 page encyclopedias, four large colour maps, plus a heap of player handouts. \$45.00
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- Menzoberranzan** Details the underrealm Drow capital, including the major houses and their matrons. With 224 pages of text, and 6 colour poster-sized maps. Due Oct - more details then folks. \$60.00

CAMPAIGN ACCESSORIES

- These products are references for a particular region in the Forgotten Realms. They include details on cultures, personalities, geography, hazards, economics, and settlements - colour maps are provided.
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- MC11 FR Monstrous Appendix** Another bunch of new critters from the Forgotten Realms. \$22.00
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- FR10 Old Empires** Describes the ancient desert lands renowned for their buried god-kings & cruel pharaohs, strange magicks, lost tombs and arcane temples - hearty fare indeed for adventurers! \$20.00
- FR11 Dwarves Deep** A comprehensive sourcebook on Dwarves in the Forgotten Realms. Includes essays on natural abilities, culture, magic-use, clan society, etc. \$20.00
- FR12 Horde Campaign** A 64 page overview of the Empires War, concentrating on the warriors from all the major engagements - detailing their formations, history, costumes, social interplay, etc. \$25.00
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- FR14 Great Glacier** Created by a massive onslaught of magic, the glacier region is home to a hardy race of nomads and strange creatures. 96 pages. Due Sept. \$22.00
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- Forgotten Realms Atlas** Contains a plethora of maps - from continents and cities, to ancient lairs, castles and temples. 178 pages. Includes reference material to the many novels. \$35.00
- Forgotten Realms Adventure Book** 160 page sourcebook on the Forgotten Realms world, with multiple city maps with guides, information on secret societies, descriptions for new spells, plus variant magicks, more monster charts, and rules for firearms! \$40.00
- Aurora's Whole Realms Catalog** 160 page catalog of adventurer's equipment & supplies. \$30.00
- Volio's Guide to Waterdeep** Pocket-sized guide that includes floorplans, menus, important characters, places to avoid, etc. Looks cute, 240 pages, due Jan. '93. \$40.00

ADVENTURE MODULES

- FMA1 Fires of Zatal** A reborn god of war must be subdued, and the only way to kick his ominous ass is to completely destroy an active volcano. For Maztica. \$20.00
- FMA2 Endless Armies** An abandoned jungle city conceals a secret that threatens all Maztica, and this mysterious doom remains guarded by an army of giant ants. For Maztica. \$13.00
- FMQ1 City of Gold** Like flies to pooh, a lost cliff-city rumored to be wallowing in gold draws forth glibble adventurers intent on plunder! For Maztica. \$22.00
- FRA1 Storm Riders** For use with the Horde boxed set. After a feisty Mongol princess is kidnapped it falls on the lucky characters to discover her whereabouts. Unfortunately they soon found out that she has been abducted by soldiers belonging to a vast barbarian army intent on invasion! \$18.00
- FRA2 The Black Courser** The characters must continue their search for the princess, and keep an eye open for a magical black stallion, whilst hiding from assassins & fierce nomadic horsemen. \$18.00
- FRA3 Blood Charge** Both the black stallion and the princess have been captured by a massive army of barbarians - brute strength will not suffice to free them, but stealth & guile may succeed. \$18.00
- FRQ1 Haunted Halls of Eveningstar** A beginner's module that explores the old Realms north of Cormyr - a desolate region renowned for its ghosts, and crypts of ancient wealth. \$15.00
- FRQ2 Hordes of Dragonspear** Wretched Orc tribes and their loathsome brethren wage war against the civilized townships. High-level characters get to kick their slimy asses! Due Nov. \$15.00
- FRQ3 Curse of the Azure Bonds** One morning the PCs wake to discover a blue tattoo covering each of their right arms. A mystery of huge, dangerous proportions then begins. 96 pages. \$20.00
- FRE1 Shadowdale** Reduced to mere mortals (but they'd still kick your ass pal), the Realm's very Gods seek their salvation in a quest for the lost Tablets of Fate. Nature itself revolts at these epochal events, and only the great wizard Elminster can help the characters make any sense of it all. \$14.00
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- Avatar Trilogy** 3 titles - 1 Shadowdale 2 Tantras 3 Waterdeep

The Dark Elf Trilogy 3 titles - 1 Homeland 2 Exile 3 Sojourn
Maztica Trilogy 3 titles - 1 Ironhelm 2 Viperhand 3 Feathered Dragon
Empires Trilogy 3 titles - 1 Horselords 2 Dragonwall 3 Crusade
The Harpers Series Five independent novels - 1 The Parched Sea 2 Elfsadow 3 Red Magic 4 The Night Parade 5 The Ring of Winter (due Nov.)
Miscellaneous Books 3 titles - 1 Pool of Radiance 2 Spellfire 3 Pools of Darkness
The Druidhome Trilogy 2 titles - 1 Prophet of Moonshae 2 The Coral Kingdom (due Aug.)
The Cleric Quintet 3 titles - 1 Canticle 2 In Sylvan Shadows 3 Night Masks (due Aug.)

DRAGONLANCE CAMPAIGN

An epic campaign of war & adventure set in the land of Krynn. This series builds upon the exploits of the players, as they create the deeds & valor of a small band of heroes, ending in a climactic confrontation that will decide the fate of an entire continent.

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DLA1 Dragon Dawn Set in the continent of Taladas - the Good Dragons of this land are being slain by a powerful entity intent on promoting evil. 'Old World' heroes must come to the rescue. \$18.00
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DLA3 Dragon's Rest The lucky players must resolve a war between fierce Minotaur clans - to do this they must hunt down and destroy the loathsome enemies of both the Clans! What the hell this has got to do with DLA1 & DLA2 - I thought these modules had to be chronologically linked? \$18.00
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DLR2 Taladas - The Minotaurs The fierce warrior race of Taladastian Minotaurs is showing a strong interest in Ansalon's wars. Includes campaign information on their social and military culture. \$20.00
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DLN2 Tree Lords Describes Krynn's Elf population - specifically detailing the culture and politics of the Silvanesti High Elves. Includes an adventure. \$15.00
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MC4 Dragonlance Monsters Includes another D-Ring binder (for storing Vols. #4-7), 4 dividers and 96 pages of creature information from the Dragonlance campaign - a good blend of monsters. \$35.00
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Time of the Dragon Describes the land of Taladas, twin continent to Ansalon, which in ancient times was devastated by a massive meteor impact. This savage environment is home to such creatures as gladiatorial minotaurs, fierce wild elves, and fire minions from an ocean of lava. With 4 maps, etc. \$40.00
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NOVELS - \$10.00 each title

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Dragonlance Legends 3 titles - 1 Time of the Twins 2 War of the Twins 3 Tact of the Twins
Dragonlance Tales 3 titles - 1 The Magic of Krynn 2 Kenders, Gully Dwarves & Gnomes 3 Love and War
Dragonlance Tales II 3 titles - 1 The Reign of Istar 2 The Cathedral 3 The War of the Lance (due Nov.)
Dragonlance Saga Heroes 3 titles - 1 The Legend of Huma 2 Stormblade 3 Weasel's Luck.
Dragonlance Saga Heroes II 3 titles - 1 Kaz the Minotaur 2 The Gates of Thorbardin 3 Galen Beknighted
Dragonlance Saga Preludes 3 titles - 1 Darkness & Light 2 Kendermore 3 Brothers Majere.
Dragonlance Saga Preludes II 3 titles - 1 Riverwind the Plainsman 2 Flint the King 3 Tanis - the Shadow Years.
The Elven Nations Trilogy 3 titles - 1 Firstborn 2 The Kinslayer Wars 3 The Qualinesti (due Nov.)
Meetings Sextet 6 titles - 1 Kindred Spirits 2 Wanderlust 3 Title unknown (sorry) 4 The Oath and the Measure 5 Steel and Stone (due Sept.) 6 The Companions (due Jan.)

GREYHAWK CAMPAIGN

Greyhawk Adventures 128 page companion to the World set. This glorious tome includes expands upon the land's geography, as well as adventure ideas, the Greyhawk pantheon and its Clerics, new monsters and major NPC descriptions, plus extra spells and magic items peculiar to Greyhawk. \$30.00
City of Greyhawk One of the best fantasy cities model This set includes a 96 page guide to Greyhawk's capital, a 96 page catalogue of the populace, four great 21"x32" colour maps (depicting a strategic area map, an itemised DM's map, a DM's secret-passages map, and a terrific isometric players map), and 23 mini-scenario cards set in this superbly detailed urban environment. Great! \$36.00
From the Ashes Boxed supplement exploring Greyhawk after the wars - describing the new political boundaries, alliances, forces, ect. With 2 maps and two 96 page books. (Due Nov.) \$45.00
Greyhawk Wars A 2 to 6 person, low complexity boardgame of empire building in the world of Greyhawk that allows players to dabble in both delicate diplomacy, and bloody-minded aggression. Mechanics include fleets, fortifications, heroes, treasure quests, army recruitment, etc. Components feature 416 counters, two 21"x32" maps (using area movement), over 150 cards (depicting special events, mercenary bands, treasure, etc), 4 scenarios, plus a neat campaign history. \$45.00
MC5 Greyhawk Monsters 64 pages of beasts from the Greyhawk (& Fiend Folio) campaign. \$18.00
T1-4 Temple of Elemental Evil Here have a mega-dungeon of such grandiose proportions, such monstrous dimensions, that it is guaranteed to take 1st level characters all the way up to the dizzy heights

of 8th level! This is real ROLL-playing in all its portal-kicking, monster bashing & coin-counting glory! \$35.00
WG8 Fate of Istar A great plague has struck Greyhawk, and it's up to the characters to travel the length & breadth of the land seeking cure and an explanation for the tragedy. \$22.00
WG9 Gargoyles Two gargoyles have their wings stolen! In desperation they employ a group of equally powerful adventurers to help them recover these vital attachments. \$12.00
WG10 Child's Play Designed for beginners - call it an AD&D primer if you like. But don't be fooled by the title, ignorant characters make damn fine fodder! \$12.00
WG11 Puppets Investigating a series of strange burglaries plaguing the city of Dyvers leads the players to a forest wherein resides an evil leprechaun and his evil host. \$12.00
WG12 Vale of the Mage Vile monsters are emerging from the sinister depths of the Vale, stalking the land with murderous intent. Whoever, or whatever, is responsible for these incursions must die. \$18.00
WGA1 Falcon's Revenge A plot to revive an ancient, evil cult is discovered. But the temple's location remains a mystery. A maze of clues, scattered throughout the City of Greyhawk, will provide hints for its location, and destruction. \$18.00
WGA2 Falconmaster Something evil lurks within the Greyhawk City, and before this blight can be eliminated it must first be discovered! For levels 5 to 7. This module contains 25mm card buildings. \$16.00
WGS1 Five Shall Be One If the five magical Blades of Corusk are united a great northern god will rise up to lead the barbarians against the civilized states. The players possess one of the blades, their wizard employer has another, together they must find the remaining three before the barbarians do. \$20.00
WGS2 Howl from the North The Blades of Corusk must be returned to the forges of a northern city ruin, despite some aggravated attention from an ice barbarian horde! \$20.00
WGG1 Patriots of Ulek Novice adventurers join a motley army of soldiers, militia & mercen-aries as they protect their homelands from an invading or horde. \$15.00
WGR2 Treasures of Greyhawk A 96 page anthology of mini-adventures featuring numerous lairs & crypts offering wealth unknown, and dangers unforeseen. \$22.00
WGR3 Rary the Traitor The City of Greyhawk is imperiled by vengeful wizards - due Aug. \$20.00

SPELLJAMMER

"AD&D in space?" we thought, "What a crock of kobold droppings!" We were wrong. Firstly it links all the disparate campaigns into one universe; and secondly it's an ideal break from the normal hack 'n' slash.
SPELLJAMMER Wildspace - a multi-hued ocean speckled with a multitude of diverse worlds, each a lure to brave merchants, pirates and adventurers intent on exploration, and a bit of exploitation! Includes campaign details, lots of strange vessels, the spacefaring races, new monsters, 3 of the known spheres (solar systems), spells, combat, etc. Contains two books (both 96 pages) and four 21"x32" maps. \$36.00
Legend of Spelljammer A box set providing a plethora of facts and trivia concerning the greatest ever other vessel - 'Spelljammer'. Includes deck plans and adventures - ideal for campaign play. \$45.00
War Captain's Companion A box set containing tactical ship combat rules (with maps and over 30 ship counters), three books (War Captain's Guide, Ship Recognition Manual, and Combat Among the Stars) packed with information useful for Spelljammer campaigns, and player aid cards. \$45.00
CGR1 Complete Spacefarer's Handbook Features more of those role-play (spacefarer) 'bits', plus new equipment, spells, magic items, etc. More details later - due Nov. \$30.00
MC7 Spelljammer Monsters Strange critters from the void, designed for Spelljammer 64 pgs. \$18.00
MC9 Spelljammer Monstrous Appendix More monsters from the realms of Wildspace. \$22.00
SJA1 Wildspace The Kingdom is free of marauding monsters, despotic dragons & evil enchanters - the heroes responsible for this utopia are VERY bored indeed! Until an anchor suddenly falls on the town square, its heavy chain mysteriously leading skyward. \$18.00
SJA2 Skull & Crossbones A collection of atmospheric short adventures: skeletal whales crawling with undead pirates, lich driven ships filled with alien parasites, sinister asteroids drifting by, etc. \$18.00
SJA3 Crystal Spheres Crystal spheres enclose entire solar systems - this module provides campaign and travel details on several such alien planetary harbors. \$18.00
SJA4 Under the Dark Fiat The Dark Sphere - a realm where evil gods have totally crushed the forces of good. This despotic empire now prepares to spread forth and taint other universes. \$20.00
SJR1 Lost Ships A collection of weird adventures based on abandoned ether ships, partly destroyed rigs, vessels built by long-dead races, and enigmas. Plus new monsters, and unique spells. \$20.00
SJR2 Realmspace Details the solar system of the Forgotten Realms world. Includes campaign data on Sekune, the Beholder planet, and Eliminator's Hideout, plus more. 96 pages. \$22.00
SJR3 DM's Reference Screen Standard DM Screen fare, with extra vessel counters. \$18.00
SJR4 Practical Planetology Contains a wealth of campaign material on the creation and habitation of Crystal Spheres, all with new worlds and strange alien cultures. \$20.00
SJR5 Rock of Bral Describes in great detail a large asteroid colony wherein adventurers, pirates, fugitives, and other assorted rogues, like to relax and/or get information. Due Aug. \$22.00
SJR6 Greyspace Links the popular campaign settings of Spelljammer with Oerth (that's the World of Greyhawk kids), this could be fun. Due Dec. \$22.00
SJS1 Goblin's Return A millennia ago Goblins ruled the Crystal Spheres. Now with the aid of ogres and a powerful magical entity the struggle for Wildspace begins anew. \$20.00
SJQ1 Heart of the Enemy Sequel to Goblin's Return; the Elven Armada, severely battered, cannot aid the players as they shadow the sinister Scro fleet - as per usual it's up to them alone. \$22.00

Novels - \$10.00 each title

Cloakmaster Cycle 4 titles - 1 Beyond the Moons 2 Into the Void 3 The Maelstrom's Eye 4 The Radiant Dragon (due Nov.)

LANKHMAR

Lankhmar - City of Adventure City abode to thieves and adventurers, the home to Fafred & the Gray Mouser. This 96 page book describes this great metropolis - including its most famous residents, businesses, guilds and factions. Includes maps, adventures, and the local pantheon. \$24.00
LNA1 Thieves of Lankhmar A definitive sourcebook of the Lankhmar thieves' Guild - includes operations, principal officers, members, history, hidden agendas, etc. \$22.00
LNA2 Nehwon An unscrupulous sorcerer needs glibble cannon-fodder, er... he means heroic fighter-types, to represent him in a grueling quest-contest that occurs only once every 140 years. \$22.00
LNA3 Prince of Lankhmar A mission to escort the Prince of Lankhmar from his school in Ilham meets with disaster when he is kidnapped and held for ransom. \$20.00
LNR1 Wonders of Lankhmar 47 one-to-two page mini-adventures that can be used in any urban environment, Lankhmar or otherwise. Includes a short list of new spells and monsters. \$18.00
LNR2 Tales of Lankhmar A compendium of seven adventures - from the ale-rooms of the Silver Eel to Lankhmar's maze of sewers and lightless alleys. For levels 3 to 10. \$20.00
LNQ1 Slayers of Lankhmar Describes the Slayer's Guild, a secret organisation of mercenaries. Due Nov. - more details later. \$20.00

RAVENLOFT

Ravenloft A hybrid cocktail of fantasy and classic horror, designed to create a more gloomy, nightmarish campaign of sophisticated, lurking evil. With a 128 page book, two maps and 24 adventure cards. \$40.00
MC10 Ravenloft Monsters Reveals a whole host of foul creatures from the fantasy-horror genre - with an emphasis on strange & powerful undead never seen before. \$22.00
Forbidden Lore Provides an insight into the world of the Vistani; the gypsies, rogues, ruffians & fortune tellers whose prophecies and curses enrich Ravenloft. With five 32 page booklets. Due Nov. \$40.00
RA1 Feast of Goblins A horde of strange Goblins invade a Vampire's demesne - in return for some magic items the readily agreeable characters are asked to dispose of the little buggers. \$20.00
RA2 Ship of Horror A ghostship of undead horrors glides silently through the night in search of the living to imprison, until death makes them suitable as crew. \$20.00
RA3 Touch of Death A band of rather naive gypsies are using an ancient sarcophagus as a sideshow attraction for their countryside tour. But the mummy within has other plans. \$13.00
RR1 Darklords This 96 page accessory describes 14 powerful Dark Lords, describing in detail their appearance, background, domain, special abilities, and spectacular powers. \$22.00
RR2 Book of Crypts 96 pages of musty mausoleums - irresistible dens of death to adventurers intent on plunder, but most often than not a dank hole wherein characters get their greedy butts kicked! \$22.00
RR3 Vampires The lords of Ravenloft - Vampires, both noble and brutal, are described in detail, including personality profiles, histories, residences, and unusual companions. \$22.00
RR4 Islands of Terror A 69 page module containing 9 strange islands, each concealing dark secrets and horrors beyond imagining. A great selection of mini-adventures. With a poster-sized map. \$22.00
RR5 Van Richten's Guide to Ghosts Sourcebook on the incorporeal undead, including hunting techniques, origins, the passions that draw them from the grave, their horrible utility powers, and more. \$22.00

RQ1 Night of the Walking Dead At dusk in the swamps of Souragne the dead rise from watery graves, and like a shambling army these zombies terrorise the local settlements. \$13.00

RQ2 Thoughts of Darkness An ancient relic is discovered; sought after by vile Mind Players, this artifact possesses incredible powers that no mortal can control! Due Sept. \$20.00

RQ3 From the Shadows Lord Azalm dispatches a host of vampiric agents to other worlds to ensure the fulfillment of a dark prophecy. Due Dec. \$20.00

Novels - \$10.00 per title

Ravenloft 3 titles - 1 Knight of the Black Rose 2 Dance of the Dead 3 Heart of Midnight (due Dec.)

AL-QADIM

Ancient Persia, a zeaty campaign setting that's ideal for jaded players, bringing to vivid life classic elements of high fantasy - flying carpets, sphinxes, genies, pharaohs, sultans, and much more.

Al-Qadim Arabian Adventures 160 page softcover book containing information on folklore, legends, traditions, and mythology for the Middle East wherein heroes like Sinbad and Ali Baba reside. Plus new spells, skills, classes, etc. \$38.00

Land of Fate A boxed set detailing this Arabian setting for the Forgotten Realms campaign. Includes 3 maps, and two books describing rulers, history, geography, population, climate, etc. Due Aug. \$38.00

MC13 Al-Qadim Monsters Includes genie, roc, pegasus, sphinxes, griffons, etc. \$22.00

ALQ1 Golden Voyages A 'sourcebook' that features a reference book, an adventure book, loose-leaf monsters pages, reference cardsheets, and a colour map of a mysterious island chain. Due Oct. \$40.00



Toby's Remains - CALL OF CTHULHU

AD&D MODULES

HHQ1 Fighter's Challenge A lone fighter accepts a dangerous quest to a remote, mysterious village. This beginner's module is designed for a DM and a single player. \$15.00

HHQ2 Wizard's Challenge A lone wizard tests his/her wits and magical prowess against the unseen ghost king. Another beginner's module for designed for a single player and a DM. \$15.00

LC2 Inside Raven's Bluff Provides further information for players and (mainly) DMs - includes the Forgotten Realm's largest traveling circus, NPCs, floorplans, etc. \$18.00

LC3 Nightwatch in the Living City A great low-level module where the characters join the city watch, and experience an array of incidents, some amusing, others quite violent. \$15.00

LC4 Port of Raven's Bluff This Living City accessory details the Ravens Bluff wharf area, including personalities, creatures, ships, businesses, and adventures. \$20.00

REF3 The Book of Lairs 61 mini adventures, each 1-to-2 pages long. Every scenario is adaptable to almost any situation, and most feature a unique situation. \$27.00

GENERAL ACCESSORIES

Castles Details a major castle from the Dragonlance, Forgotten Realms & Greyhawk worlds. Each is fully described in three 48 page books. Features Battlesystem rules & a mess of 25mm cardboard cutouts. \$50.00

GR1 Strongholds Contains lots of 25mm colour cardboard fold-up buildings - specifically a selection taken from FR8, WGA2, WGA3, and the Castles box set - includes street layout! \$38.00

GR2 Dungeons of Mystery A healthy collection of 25mm cardstock dungeon floorplans, including corridors, stairways, rooms, etc. More details later. Due Sept. \$38.00

GR3 Treasure Maps Features 32 quality, colour maps, with both a DM's and players' versions. A brief scenario suggestion is provided for each. Great ideal Due Dec. \$25.00

HR1 Vikings Campaign accessory designed to give players and DMs all the necessary background material for Norse adventures. Includes genre magic, character classes, and more. \$30.00

HR2 Charlemagne's Paladine Campaign A variant campaign setting that combines the heroic period of Europe's Holy Roman Empire with contemporary folklore/fairy tales. Sounds entertaining. \$30.00

HR3 Celts Campaign Sourcebook Details the barbarian Celtic tribes who brought Rome to its knees. Includes information on the druids, the wild hunt, tribal warfare, etc. Due Nov. \$30.00

REF6 Rogues' Gallery An intriguing collection of unique NPCs, representing an array of fantasy personalities, both banal and sublime. Contains 96 loose leaf pages. Due Jan. \$26.00

ALIENS

LEADING EDGE

SCI-FI Corporate space colonies face annihilation as swarms of vicious xenomorphs cut loose for some new real estate, unless the Marines can kick some serious ass!

ALIENS ADVENTURE GAME 194 page book packed with photos, detailing characters, vehicles, equipment, skills, Alien bug-uglies, campaign background, combat plus everything else players and DMs need to know. This is a low to moderate complexity system that is heavily based on the 2nd film. \$45.00

CALL OF CTHULHU

CHAOSIUM

HORROR Beyond the comforting realms of society lurks an ancient and terrifying conspiracy - a sinister, eldritch mythos seething with malevolent desires. An excellent RPG!

Call of Cthulhu 5th Edition A highly recommended atmospheric, gothic-horror RPG set in H.P. Lovecraft's 1920s Earth. A real treat for serious roleplayers. The 5th edition is completely re-typeset and illustrated, and features a wealth of supplementary material - it looks great. Highly recommended. \$45.00

Arkham Unveiled A guide to 1920 Arkham township and its surrounds, detailing a wealth of creepy locales and inhabitants. Includes four complete adventures. \$40.00

At Your Door A 1990s campaign of six linked scenarios - in succeeding adventures, the sinister Mythos manifests itself in ways unexpected and extreme. \$30.00

Blood Brothers Thirteen casual adventures, each dubiously developed from old B-grade horror movies. 144 pages of fear and loathing? - not quite, but certainly a lot of distinctly farcical fun. \$30.00

Creatures of the Dreamlands Beautifully illustrated color guide to 31 strange beasts. \$30.00

Cthulhu Casebook Nine terrifying adventures, including reprints of 'The Asylum' & 'Curse of the Cthonians', plus additional campaign articles for the Keeper. \$45.00

Cthulhu Classics Features a 7-part campaign 'Shadows of Yog-Sothoth': the unleashing of sleeping Cthulhu from the corpse city of R'lyeh! Plus 5 reprinted scenarios (The Warren, Dark Carnival, etc). \$40.00

Cthulhu Now 2nd Ed. 1990's sourcebook detailing such things as new weapons (even nukes!), more skills, modern occupations, optional hit-locations, and four complete scenarios. Due soon? \$40.00

Dark Designs Three eerie, grotesque adventures set in Victorian-era England. Includes complete background details on 1890s society for both players and keepers. Great cover. \$30.00

Fearful Passages Nine adaptable adventures, each specifically designed around a '20's mode of transportation: airship, canalboat, elephant, armored car, diving suit, etc. TBA

Great Old Ones Six 1920's scenarios (one involving a 1927 English lunar expedition!) based on the exploits of the Great Old Ones, ancient adversaries of civilisations through the ages. \$40.00

Green and Pleasant Land An 80 page sourcebook for 1920 and 1930 England. Includes very comprehensive background material, plus three complete adventures - very limited stock! \$22.00

Horror on the Orient Express A magnificent campaign that hurtles along on a nightmare journey from London to Constantinople, gradually unearthing fragments from an occult device of inestimable antiquity. Contains over 250 pages of text, plus a generous amount of handouts and great maps. \$60.00

Keeper's Kit Contains a 3-panel Keeper's screen, character sheets, two Miskatonic University stickers, a note-pad, a great poster, and a much applauded eight page adventure. \$35.00

Kingsport A seduced fishing village, known for its ambience by tourists and artists, conceals behind a facade of normality a nightmare web of ancient cults who appease ancient, blasphemous gods. \$40.00

Mansions of Madness Five grueling adventures, each centered on a isolated homestead setting. Hidden from a naive society, eldritch horrors work to thwart humanity's destiny. \$40.00

Masks of Nyarlathotep The players must discover the fate of an Egyptian expedition. A trail of horror & subterfuge leads them to New York, Cairo, Nairobi, Shanghai, and the lair of the terrible Dark God. \$40.00

Return to Dunwich Dunwich, once prosperous & thriving, is now a skeleton town where the secrets of the Mythos can be discovered by brave & enterprising investigators. Includes a map & 2 scenarios. \$40.00

Tales of the Miskatonic Valley 1920's sourcebook detailing the title location. Includes adventures beneath an ancient Indian burial ground, and in a circus freak show. \$35.00

The Stars Are Right The U.S. presidential election campaign begins, with sinister agents eager to promote a New World Order that will have devastating global consequences. For Cthulhu Now. TBA

Terror Australia Sourcebook of 1920s Australia and the ancient Aboriginal Dreamtime. With 3 adventures, new creatures, plus detailed historical material. \$30.00

Terror from the Stars A search begins for a lost archaeological expedition in British Honduras; and a strange golden artifact from Peru piques the interest of art thieves, and something much worse! \$18.00

CHAMPIONS

IRON CROWN

SUPERHERO Daring do-gooders and butch baddies beat the crap out of each other in a struggle for world domination, or at least a little extra media exposure!

Champions A comprehensive 346 page softcover book that uses the award winning Hero system. This is the best Superhero RPG on the market. \$50.00

Alien Enemies A collection of alien oddities and other very strange entities helibent on world domination. Includes two new criminal organisations and various scenarios. \$16.00

Challenges for Champions Contains 10 scenarios, with tips on how to fine-tune them to suit specific characters. Includes guidelines on scenario generation and design techniques. \$10.00

Champions in 3-D 144-page sourcebook on running extra-dimensional adventures, pitting characters against other-worldly creatures and stranger villains. Ideal as a break from the urban environment. \$25.00

Champions of the North 128-page Canadian sourcebook, includes data on culture, politics & geography, plus a large selection of new heroes, villains, organisations and various adventures! \$22.00

Champions Presents.#1 3 adventures: Spectrum - A supervillain organisation uses political kidnapping to pass anti-superhero legislation. No News of a Thaw - Dimensional ice demons use arctic weather to conquer the world. Menace Out of Time - A trip thru time unleashes a host of strange adversaries: Nazis, robots, war gods, gunslingers, ghosts & dinosaurs - sounds like a real fun time! \$22.00

Classic Enemies A reprinted & updated selection of 75 villains - both solo operatives and powerful criminal organisations. 112 pages, with the old 'Escape From Stronghold' adventure. \$20.00

Classic Organizations Details and updates all the old major Organizations such as PRIMUS, DEMON, CLOWN, Red Doom, Neutral Ground, etc. Includes a HUGE scenario slugfest. 192 pages.\$30.00

European Enemies Features 35 new villains, including a super-powered punk band & mercenaries who dabble in magic! With several adventures, details on new organizations, etc. 96 pages \$22.00

G.M.s Screen A four-panel colour screen loaded with important-looking charts & tables, also includes 60 colour character counters, a 22"x17" generic street grid, and a 48-page rules summary. \$18.00

Invaders from Below King Earthworm and his twelve super-powered Darklings, plus a whole horde of Subterraneans, surge forth from their vast underworld kingdom to conquer the surface. \$12.00

Invasions: Target Earth Designed to allow GMs to create classic pulp-action alien invasions, using anything from giant reptilian monsters, to ancient robots, or horrors from the ocean depths. \$13.00

Kingdom of Champions A 208-page campaign sourcebook detailing England, Scotland, Wales & Ireland. Includes a collection of Pommie super-criminals and organisations, plus a dozen adventures. \$27.00

Mind Games Mutants from the Parapsychological Studies Institute seek the destruction of all superheroes through the manipulation of their memories and nightmares. \$12.00

Mystic Masters Super-magicians from an alternate dimension invade Earth, with their arcane powers, mighty artifacts, and collection of AD&D modules, they threaten a new dark age! 112 pages \$16.00

Normals Unbound An NPC catalogue filled the the "significant other" - chauffeur, sidekick, magical personality, campus friend, and a whole mess of others. A great asset for campaign play. \$25.00

Olympians When the Greek gods finally freed themselves by kicking some serious Titan ass, Zeus reopened the Earth portal, thus unleashing his pantheon into the 20th century! \$15.00

Road Kill A supervillain speed-metal band, still mad as hell for not getting an MTV video-clip complete with buxom male-fantasy women, decide to get into some serious ear-drum-shattering mayhem. \$12.00

(The) Zodiac Conspiracy Zodiac is an organisation of twelve sophisticated, immortal villains who plot world conquest from within their orbiting organic lair. Includes colour character portraits. \$16.00

CHILL

MAYFAIR

HORROR In today's world many have seen manifestations of terror, but the tabloid media have ridiculed the facts. For beyond a veil of secrecy lurk nightmares incarnate.

CHILL A 256 page hardback book of contemporary horror. Features 8 character attribute, 67skills, 51 PC classes, plus various 'edges', 'drawbacks' & disciplines. With a comprehensive bestiary & scenario. \$55.00

A Chill in the Fog Sourcebook for Victorian-era England, mainly focusing on the Jack the Ripper theme. Includes an historic scenario, location descriptions, cultural details, etc. TBA

Apparitions 128 page spectral campaign sourcebook detailing everything from ancestral ghosts, to child spirits, phantom battlefields, haunted houses, and more. Includes a scenario. \$18.00

(The) Beast Within A supplement that allows players to roleplay creatures of the Unknown. TBA

Chill Companion Explains how to tailor scenarios into any horror genre - from the Victorian slasher theme, to futuristic psychological terror. Includes rules, skills, magics, psionic dueling & encounters. \$25.00

Horrors of North America Features 15 detailed scenario locations with maps, plus a list of magical objects, 18 new creatures (Sasquatch, the Drowned One, etc.) and historical information \$25.00

Lycanthropes Describes in detail the six distinct types of lycanthropy, including statistics for encounters, historic folklore, authenticated histories, and two scenarios. 128 pages. \$22.00

Orphans of the Night A scenario set in a youth shelter, with a new character - the Feeder. TBA

Undead and Buried A scenario set in Minnesota, where the fate of SAVE will be decided. TBA

Veil of Flesh The White House has become the unwilling host for a supernatural entity who preys upon the minds of world leaders, in an attempt to influence global matters. \$18.00

Voodoo Sourcebook Details the Vodoun religion and includes a scenario - Drum in the Night. TBA

CORPS

BTRC

SCI-FI In the world today there exist vampires, UFO's, mind-reading mutants, secret societies, and government cover-ups. This is the first modern global conspiracy game.

CORPS The world it not as it seems, it just looks the way those who really run things like it to. And just imagine what they would do if you found out. This is basic system that emphasises action rather than rules overkill. It covers everything needed to play - weapons, GM tips, psionical powers, etc. 54 pages. \$15.00

CORPS Technology A gadget sourcebook that covers modern weapons, armor, vehicles, personal equipment and other bits 'n' pieces. With complete game stats, availability, price, etc. \$10.00

Deathwind A twisted, global spanning year-long adventure where the characters discover 2 days missing from their lives & memories. Unknown forces are will to kill to prevent the truth being revealed. \$18.00

Organisation Book 1 More information than you should be allowed to know about the Immortals, Time Travelers, and Hierarchy. Includes short adventures for each topic. 66 pages. \$12.00

CYBERPUNK

R.TALSORIAN

SCI-FI A hyper-tech near-future of corporate wars, bioengineering, cybernetics, designer drugs, manic street gangs and a neon-frenzy computer netherworld - very atmospheric.

CYBERPUNK 2020 2nd Edition Features extensive character creation mechanics, cyberweapons, net programs, bio-ware', nanotech enhancements, and more. This has a gritty, bleak honesty. 160 pages.\$25.00

Chromebook An illustrated catalogue of the latest cyberware, personal services, fashion accessories, vehicles, net programs, personal weapons, etc. 96 pages of Cyberpunk lifestyle. \$22.00

Chromebook #2 An expanded list of gear, including exotic bodywork, vehicles, new-tech animals, cyberware, personal electronics, weapons, and other odds 'n' ends. Due soon? \$25.00

Compendium of Modern Firearms 224 page comprehensive sourcebook covering everything from pistols & sniper rifles, to grenade launchers & night vision goggles. Illustrated with photos. \$40.00

Corp. Book I Profiles on 2 powerful conglomerates: Arasaka Security & the International Electric Corporation. 88 pages featuring products, board structure, security, resources, etc. plus scenarios. \$20.00

Corp. Book II A detailed sourcebook for the Lazarus Military Group (mercenaries for hire), and Militech International. Valuable data for campaigns, includes scenario ideas, equipment lists, uniforms, etc. \$20.00

Corp. Book III Features the energy giants - Petrochem and SovOil, details holdings, personnel & equipment, as well as backgrounds on the international power industry and the 2nd Corporate War. \$20.00

Cyberpunk Data Screen Colour game screen featuring all the important tables & combat summaries, includes a 32 page adventure set in the grim backstreets of 2020 Melbourne. \$20.00

Eurotour '21 A collection of short adventures set in Europe (obviously). More details later. \$20.00

Eurosourcebook Details New Europe, the Eurocrats paradise that veils a continent simmering with bitter historical feuds, toxic wastes & nationalistic gangs. Includes three adventures. \$22.50

Hardwired Sourcebook of the high tech, low-intensity war between a ravaged Earth's persecuted inhabitants and the autocratic elite who reside in lurid splendor in the Orbital Platforms. \$22.00

Near Orbit 2nd Edition. A sourcebook for the orbital colonies, from manufacturing & pharmaceutical factories, to the grim warbirds, and the luxurious palaces of the elite. With new skills, equipment, etc. TBA

Night City Sourcebook Huge campaign supplement featuring street-block maps packed with data on services, entertainment, gangs, businesses, etc. 184 pages. An ideal home setting for campaigns. \$30.00

Protect and Serve A very detailed sourcebook dedicated to the Cop character class, features new equipment, weapons, vehicles, criminal organisations, heavy operations, etc. \$20.00

Rockerboy Details the glittering decadence and popular impact of cult music in the cyberpunk society, as well as the social & political influence of the powerful electronic media. 80 pages. \$22.00

Solo of Fortune Sourcebook for Cyberpunk's toughest character class - the Solo. Includes new rules, as well as data on equipment, weapons, street gangs, etc. \$20.00

Tales from the Forlorn Hope Eight adventures that begin in the toughest Solo bar in the Combat Zone, Night City, California. More details later. \$20.00

When Gravity Falls Sourcebook for a dark-future Moslem ghetto in the Middle East. Features notes on Islam in the future, personality chips, gender-engineering, mind drugs, and a sexy adventure. \$25.00

CYBERSPACE

IRON CROWN

SCI-FI A depraved & polluted future Earth controlled by corporate giants & their hi-tech mercenaries. A computer culture world of neo-punk tribal violence.

CYBERSPACE Tech supremacy in 2090 isn't cheap; over-population, global pollution, corporate politics, urban violence, and low intensity wars have poisoned the dream of a future utopia. 208 pages. \$25.00

BodyBank A compendium of 27 illustrated personalities - from corporate high-flyers, to punks. \$10.00

Chicago Arcology Nestled in the labyrinthine heart of the decaying Midwest Sprawl is the luxurious New Edison corp. complex, surrounded by the resentful gutter districts with their gangs & homeless. \$35.00

Cyber Europe Sourcebook for the Federal State of Europe 2090. 112 pages, featuring British African colonies, Swiss Ectopian terrorists, the Vatican's elite anti-terrorists, blood-thirsty Neuhilferjugend, and more! A really bizarre, wild future awaits - includes an adventure to recover a holy Christian artifact. \$25.00

CyberRogues 30 illustrated personalities with full personal data, game stats & skill specs. \$12.00

Death Game 2090 Simtech offers the user an avenue of escape from reality. But advances in sim technology have begun to blur the distinction between reality and fantasy, with very deadly results. \$15.00

Death Valley Free Prison Death Valley has become a huge maximum security penitentiary, where people wanting to escape society are joining the outlaw settlements. \$20.00

Edge-On Features four adventures that each take place in the Pacific Sprawl, decaying San Francisco, an isolated off-shore drilling platform, and the remnants of the Amazon Rainforest \$12.00

Sprawlgangs and Megacorps A detailed compendium of 20 brutal Sprawlgangs, 16 global 'super-power' Megacorps, 5 enforcement organisations, and 7 freelance NPCs. \$22.00

DANGEROUS JOURNEYS

GDW

MULTI GENRE Gary Gyax's back! And the old mentor of roleplaying has helped to produce a new system that features flexible mechanics and very detailed characters.

MYTHUS This is the core fantasy sourcebook, it features a rich character creation system, with game mechanics that are both playable and detailed, and feature a comprehensive listing of spells, magical disciplines, monsters, etc. This setting will be fully compatible with any of the other genre books. \$40.00

Mythus Magic Expands the game's magic rules and casting lists - there are over one thousand spells, & charms, etc. incorporates psychogenic powers from other genres, and allows for spell creation. \$37.00

Mythus Gamemaster's Screen A standard cardboard prop upon which are printed the basic rules framework, and behind which the GM can cheat with his/her die roll! Includes a book of play aids. \$17.00

The Epic of Aerth An Earth-like fantasy campaign setting (continents are called Aeropa, Afrik, Central Azir, etc) with extensive subterranean labyrinths (Shallowshadow, Midgloom & Deepdark), and a hollow interior wherein reside ancient races. Technology & civilization remain at a Late Renaissance level, but magic is kept extensively developed. Unlike the counter-world of Phaeere where wild magic reigns.\$33.00

(The) Necropolis A Mythus campaign adventure set in magical Aegypt - the characters embark upon the great river Nylle in search of lost tomb. They face hazards such as bandits, demons, and worse!\$27.00

NOVELS - \$10.00 per title (Gary Gyax as author)

Chronicles of Magister Setne 1 The Anubis Murders 2 The Samarkand Solution 3 Death in Delhi



Something for the boys to look at - DREAMPARK

DARK CONSPIRACY

GDW

SCI FI A decaying, polluted near-future Earth where other-worldly denizens have secretly manipulated world events in a conspiracy that has lasted since ancient times.

DARK CONSPIRACY Despite advances in technology world society has begun to fall into ruin. Pissant nightmare powers, hidden since the rise of civilization, have manifest themselves to challenge humanity's rule. 336 pages, featuring 62 PC careers, 51 skills, lots of unnatural critters, etc. \$45.00

Among the Dead Hidden the Muscovite quarter of New York can be found evil creatures from Russian legend, serving an undying figure of great power. The key to defeat this threat lies in Moscow. \$22.00

Darktek An equipment guide covering everything from gruesome biological Dark Minion weapons, to futuristic ET constructs & the advanced mega corporate technology that pampers the elite. 104 pgs. \$25.00

Dark Races Sourcebook Vol. 1 A chilling illustrated bestiary of over 50 Dark Minions, from ancient monstrosities to legendary supernatural beasts, and alien broods whose savagery is as yet untamed. \$27.00

Empathetic Sourcebook Contains expanded and refined rules for the Empathy statistic and its many related skills, as well as new skills and organisations important to empathic characters. \$22.00

Heart of Darkness A mystic opal containing the mind of an ancient sorceress becomes a key to releasing a hideous race of parasites upon the world. 72 pages. \$22.00

Hellgate A lurking, ancient horror and its malicious minions begin a campaign of sabotage and terror against the corporate space program. \$22.00

Ice Daemon Arctic wolves and sasquatches roam the blizzard-rorn badlands of South Texas. \$10.00

New Orleans An ancient fiend and its legion of servitors is preying on the ghetto, dragging victims thru the sewers and into the swamps beyond, where tons of toxic wastes have been dumped. \$22.00

PC Booster Kit A 'Cinematic' & 'Heroic' expansion set. Includes new skills, careers, and character options, plus an optional task system update allowing for more wildly dramatic successes & failures! \$10.00

DREAMPARK

R.Talsorian

GENERIC A techno-fantasyland park equipped with virtual reality tools allows teams of Gamers to defeat an array of cross-genre scenarios presented by the the Gamemasters.

DREAMPARK A universe where anything is possible, created by technology that combines every style of historic fact and imaginative worlds. Characters are able to redesign themselves, and they never die, they only lose games. The mechanics are flexible and feature two levels of complexity. \$40.00

Dreampark Adventures #1 A collection of three scenarios where genres are folded, spindles, mutilated, shuffled and redelt. More information when it comes out. \$25.00

DUNGEONS & DRAGONS

TSR

FANTASY The beginner's version of AD&D - translated into 13 languages, millions of copies this RPG have been sold worldwide. Recommended for players aged 12 and over.

RULEBOOKS

Dungeons & Dragons Game Contains an excellent instructional program called the Dragon Card Learning Pack, a 64 page rulebook, a 6-panel DM's screen, dice, 48 colour character/monster counters, and an adventure map. This is specifically designed for beginners, and as such is easy to learn. \$45.00

Rules Cyclopedia This 304 page hardback book replaces the Expert, Companion & Masters box sets. Details DM and Player's information for character levels 4 through to 36. \$50.00

Wrath of the Immortals Describes immortal-level individuals and the outer-planar world. Also details the campaign saga, DMing for low-level dungeoneers, to hyper-level dudes who rule Kingdoms, et al. Features a mega-slugfest war of immortals plus the long-awaited brawl between Thyatis & Alphatia. \$40.00

ADVENTURE MODULES

BASIC - LEVELS 1 TO 4

Quest for the Silver Sword A party of intrepid adventurers must enter the ruins of Barrik's Keep to end a vile curse that strangles the life from a tiny village nearby. Good introductory module. \$15.00

Assault on Raven's Ruin Just what every low-level adventurer needs to earn some cheap kudos - an unsuspecting lair full of covering kobold! Includes a great poster-sized map. \$15.00

Thunder Rift A mini-campaign setting for TSR's low-level modules. Includes a village setting, major NPCs, local adventure areas, etc. Great idea for beginner DMs setting up a first campaign. \$15.00

Sword and Shield A module for one DM and one low-level fighter character, who must defeat the dread Black Knight and his fiendish minions. Due Sept. \$15.00

DDA1 Arena of Thyatis The festive season in Thyatis, and for dungeon-weary adventurers it's a great time to meet the aristocracy, enjoy a few duds, and fight in the arena for a little fame! \$11.00

DDA2 Legions of Thyatis Political subterfuge threatens to undermine Thyatis - the PCs can win significant rewards if they survive the deadly intrigues of court. \$11.00

DDA3 Eye of Traider An evil Baron seeks more power over his nervous neighbours. Unless a party of adventures can brave the horrors of Fort Doom, steal an artifact therein, and chase off the Baron. \$13.00

DDA4 The Dymrak Dread Deep in Dymrak Forest resides the brutal Goblin chieftain. His ugly, severed head will bring renown, and a bounty, to novice adventurers! \$13.00

EXPERT - LEVELS 4 TO 14

X8 Drums on Fire Mountain The mysterious Shipbane and pirating Orcs wreak havoc on the Sea of Dread, both led by a malign intelligence that must be sought out and then destroyed. \$7.00

X13 Crown of Ancient Glory The King is dead, his expensive Crown is missing, and the royal heir was mysteriously lost at birth. Now neighboring nations ready for war, armies amass along the border, while spies & traitors await their chance to add to the confusion. And it's your job to solve this mess! \$12.00

XL1 Quest for the Heartstone The Queen finds herself in deep pooh, her salvation lies with the fabled Heartstone which is buried somewhere in the maze of tunnels within the Mountains of Ice. \$10.00

MASTER - LEVELS 26 to 36

M1 Into the Maelstrom Alphaks, once an immortal emperor, but now betrayed of his authority, seeks vengeance against the ancient empire responsible by shrouding it in a deadly fog. \$7.00

M2 Vengeance of the Alphaks Alphaks, the despotic immortal in M1, is back. This time the bad-ass is amusing himself by provoking two volatile nations into conducting an apocalyptic war. \$9.00

M3 Twilight Calling Through seven gates lie seven realms. In these realms stand seven guardians with seven symbols. From these symbols comes the key. \$10.00

M4 Five Coins for a Kingdom A city vanishes; in its place appear five magical coins. To save the kingdom a mighty Wizard from a realm of sky-islands must be slain. \$10.00

M5 Talons of Night A new age of peace threatens to spoil Alphaks' plans for a huge war, in frustration he kidnaps some diplomats and frames the players! This is the PC's last chance to kick his evil butt! \$7.00

IMMORTAL - LEVELS 36, and other megalomaniacs!

IM1 The Immortal Storm The PDs (that's player-demi-gods to the uninitiated) are pitted against the strange denizens from the multiverse in a desperate struggle to find the essence of life. \$8.00

IM2 The Wrath of Olympus How to save the world: (A) create artifact, (B) defeat host of legendary foes, & (C) rescue immortals imprisoned by Daemons. But what do you do with the rest of the day? \$10.00

IM3 The Best of Intentions Immortals are dying - the only way to solve this blatant contradiction in terms is by participating in the dreaded multi-plane Immortal Olympics! \$7.00

BOXED ADVENTURE PACKS

Dragon's Den A beginner's RPG supplement for character levels 1 to 5. Features three complete dragon-lair adventures, each with a colourful poster-sized map & various colour stand-up counters. \$40.00

Goblin's Lair Three connected low-level lairs containing a wealth of humanoid terrors - goblins, orcs, bugbears & ogres. Includes a horde of stand-up counters, and three poster-sized floorplan maps. \$40.00

Haunted Tower Threelimb-adventures - explore dark crypts where ghosts, mummies, zombies, skeletons & vampires reside - kick some serious undead ass! Great for beginners, with maps, etc. \$40.00

D&D CAMPAIGN GAZETTEERS

Campaign world series for use with D&D or AD&D. All titles include complete historic, economic, geographic & social information for players & DMs, as well as details on cities & significant NPCs.

Dawn of the Emperors Details the empires of Thyatis (which respects feat of arms & courage) and Alphatia (where magic has political power, and sorcery is highly regarded). Contains a DM's Guide, two Player's Guides, plus aerial combat rules, new spells, and two large colour maps. \$40.00

GAZ1 Grand Duchy of Karamelkos Includes a map of Karamelkos & two big city guides. \$20.00

GAZ2 The Emirates of Ylarum Details everything from the desert realm's bustling capital city to lowly caravan villages where merchants and thieves ply their trade under a remorseless sun. \$16.00

GAZ3 The Principality of Glantri A sorceress nation ruled by a puissant wizard-prince, and known for its all-consuming infatuation with the enigmatic Secret of the Radiance. \$18.00

GAZ4 The Kingdom of Ierendi A hardy nation of composed of ten separate tropical islands, and a haven for colourful buccaneers, privateers and smugglers. Includes rules for naval warfare. \$16.00

GAZ6 The Dwarves of Rockhome The Dwarven nation, a tenacious and hard working society. With information on their proud history, government, economy, and geography. \$18.00

GAZ7 The Northern Reaches Details the three rugged Viking nations: Soderford, Vestland & Ostland. With separate Player's and DM books, a double-sided map, and rules on D&D Runic Magic. \$18.00

GAZ10 The Orcs of Thar Sourcebook on Orc culture, with major personalities, clans, history, leaders, etc described in detail. Includes Orc PCs, spell-casters, the Orc King, plus a boardgame! \$20.00

GAZ11 The Republic of Darokin In Darokin power comes from wealth, whilst social & political influence is tied directly to the success of commerce. Includes a daring Merchant character class. \$20.00

GAZ12 The Golden Khan of Ethengar A land of vast plains peopled by fierce horse tribes, and who are now united by a single leader. Includes a Shaman character class, with unique spells. \$20.00

GAZ13 Shadow Elves Describes in detail the vile Dark Elf underworld realm - a violent shadowy empire that worships evil spider gods & is renown for potent magicks. Includes new spells, etc. \$18.00

GAZ14 Atrughrin Clans Under the shadow of a great plateau reside five distinctly different animal-worshipping clan cultures, each born from the same ashes of an ancient warrior empire. \$22.00

HOLLOW WORLD

Hollow World Within the undercrust of the Gazetteers world resides a vast, exotic land ruled by strange empires, and peopled by new races. Includes a 128-page DM's book, a 64-page Player Guide, a 32-page Adventure Book and four 31"x21" maps. With new character races, monsters, and more. \$35.00

HWA2 Nightrage An army of Dark Elves, wearing armour that is impervious to swords or spells, threaten to conquer Hollow World. This is a huge adventure for characters of levels 7-9. \$18.00

HWA3 Nightstorm An approaching cataclysm can only be stopped by the Immortals, but these entities have vanished, and Hollow World's doom approaches. For characters of levels 8 to 10. \$20.00

HWQ1 The Milenian Scepter The revered Milenian Emperor dies suspiciously, and his squabbling heirs threaten to start a civil war over control of his ruling scepter. For character levels 6 to 8. \$20.00

HWR1 Sons of Azca First in a series of accessories that describes the nations of Hollow World. HWR1 covers the Kingdom of Azca, and includes adventures, religion, society, government, etc. \$22.00

HWR2 Kingdom of Nithia RA detailed sourcebook describing an empire roughly based on ancient Egypt. Includes details for both players & DMs, plus several adventures and large colour maps. \$22.00

HWR3 The Milenian Empire This one looks like it's based on a hybrid Greek or Roman empire. Includes adventures based on the Wrath of the Immortals saga. \$22.00

D&D GAME ACCESSORIES

DDREF1 Character Record Sheets New character record sheets for the revised D&D. \$18.00

AC1010 Poor Wizard's Almanac A nifty accessory that ties together the Gazetteers & Hollow World with The Wrath of the Immortals. Includes world events, major NPCs, etc. (Due Nov.) \$30.00

PC1 Tall Tales of the Wee Folk Complete Player Character information on fairy creatures and other woodland races. Details legends, cultures, attitudes, adventures and woodland magic. \$20.00

PC2 Top Ballista Allows aerial creatures to be used as new Character races. Includes a guide to the Gnome's great Flying City, plus rules for airborne combat. \$20.00

PC3 The Sea People Uses intelligent sea-dwelling critters as alternative player-character races. Includes extensive information on the Gazetteers ocean-floor world, with a great map. \$20.00

PC4 Night Howlers Sourcebook for lycanthrope player-characters, detailing abilities, problems, habits, etc. Includes campaign background for a revolt by Glantri's werewolf kingdom. (Due Oct.) \$22.00

G.U.R.P.S.

STEVE JACKSON

GENERIC An elegant system, with supplements for every type of RPG genre that can be linked to the basic mechanics without the need to learn a new set of rules.

GURPS BASIC RULEBOOK 3rd Ed. 256 page softcover - contains all the necessary mechanics, including magic, advanced combat, psionics, character creation, record sheets, etc. \$45.00

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Apologies for any inconvenience caused!

HEROES UNLIMITED

PALLADIUM

SUPERHERO This popular moderate-complexity product has been around for quite some time. The Teenage Mutant Ninja Turtles RPG was based on this system.

HEROES UNLIMITED 248 page softcover with chapters on creating characters, skills, combat, aliens, bionics, experiments, hardware, vehicles, magic, mutants, physical training, psionics, robotics, special training, determining super abilities, equipment, weapons, character sheets, etc. and more! \$45.00

Villains Unlimited (Galore?) Sourcebook featuring over 50 villains, plus secret organisations, new super-powers and gadgets, plus several adventures. Due ? TBA

HERO SYSTEM

IRON CROWN

FANTASY Features over 11 character races, 26 character classes, 13 colleges of magic, many strange beasts, and nice cover artwork. A comprehensive, but not complex.

Hero System The first universal (generic) RPG system to be produced. This 220 page softcover book includes character generation and complete game mechanics, plus an adventuring section. \$30.00

Cyber Hero Campaign sourcebook detailing hardcore cybergear, special combat rules, cyberpace nets, and gritty near future street background material - 208 pages. \$35.00

Fantasy Hero A 256 page softcover book containing all necessary mechanics needed to play, including magic, monsters, heroic combat, strange races, religious cults, and a number of adventures. The publishers recommend that the Shadow World series be used as a campaign setting. \$35.00

Fantasy Hero Companion A 144 pg book that features a mass combat system, building floorplans for campaign use, 76 new critters, extra magic items, 13 extra spell colleges, and a lewd cover. \$22.00

Fantasy Hero companion II 160 page supplement containing new spell colleges, fierce monsters, powerful magic items, adventure locations, rules for naval combat & jousting, plus GM advice, etc. \$35.00

Ninja Hero Martial-arts sourcebook for Hero System. Features an array of special oriental combat styles, exotic weapons & armor so players can really kick serious ass. 176 pages, with adventures. \$25.00

Western Hero A 208 page sourcebook that includes historic and fictional background, character development, real-life personalities, equipment, and a gritty adventure. \$35.00

MARVEL SUPERHEROES

TSR

SUPERHERO Standard fare for comic enthusiasts - all these muscular, athletic types with square jaws or pert breasts get to fit around in outrageous leotards.

MARVEL SUPERHEROES BASIC SET Features a 64 page basic rulebook, a 64 page campaign book detailing over 80 heroes & villains, two colour city maps, 100 fold-up figures, 48 colour character-profile cards, and some dice. The rules emphasize fast action resolution. **\$40.00**

Marvel Superheroes Advanced Rules Unfortunately this product is out of stock (while I sit here typing), but I'll provide details once it's available. **\$40.00**

Deluxe City Campaign Set A grand guide to New York City, a renowned metropolis wherein reside an alarming array of super-powered, ultra-costumed individuals. Features a 96 page campaign sourcebook, a 64 page adventure book, 4 maps, floorplans of special locations, and 15 mini-adventures. **\$50.00**

The Uncanny X-Men Special A campaign set that I can't describe yet (for my excuse please read text for Marvel Superheroes Advanced Rules above.) **\$40.00**

MHR1X The Mutant Update This package should contain introductory rules, character updates for the X-Men, X-Force, X-Factor & Excalibur, plus new equipment lists, layouts for various bases, etc. **\$30.00**

Land of Dr. Doom A campaign set that reveals the complete 30-year chronological history of Dr. Doom, as well as a catalogue of his comic-technology, plus maps of his castle & the Haunted Lands. **\$50.00**

MHR2 Webs: The Spiderman Dossier Spiderman fanboy bits 'n' pieces, due Oct. **\$30.00**

MHR3 Go West - The Avengers Archives Due January '93. **\$30.00**

ADVENTURES

MH1 The Breeder Bombs The Uncanny X-Men are threatened by a desperate man consumed with a lust for vengeance. In the background the sinister global machinations of Magneto and the Original Brotherhood of Evil Mutants builds to a crescendo. A basic-level module. **\$12.00**

MH4 Lone Wolves Gangs of thugs, and much worse, prowling the moonlit maze of streets in New York City, preying upon the young & old. They fear nothing, until now... A basic-level module. **\$10.00**

MH8 Fault Line A host of superheroes must thwart a major criminal operation, but only if they can pierce a confusing veil of false leads and sham crimes. A basic-level module. **\$12.00**

MH9 Gates of What If? Welcome to a divergent universe, where things are almost the same, with a few changes - like Victor Von Doom (AKA Dr. Doom, fanboys) is a hero good-guy type. A whimsical adventure that's not to be taken too seriously. A basic-level module. **\$12.00**

ME2 Ragnarok and Roli Ragnarok, a Viking variant on the Apocalypse theme, promises to consume the Nine Worlds. This forebodes the fall of legendary Asgard, and the end of the Norse gods. **\$12.00**

ME3 The Left Hand of Eternity A band of ultra-powerful superheroes must brave the ultra-dimensional realm of Death itself to rescue Galactus. **\$15.00**

MLA1 After Midnight Gang warfare is on the increase in New York City, but before our heroes can kick some serious street-punk butt, they'll have to contend with a few dozen supervillains first. **\$15.00**

MLA2 Night Moves The gang was spread to Chinatown, and the underworld ganglords become involved. The Celestial One, appearing as an apparition in a Chinese restaurant, is the only hope. **\$15.00**

MLA3 Night Life Gang war continues to erupt thru the city, whilst a boy-genius is mysteriously kidnapped (parents probably got sick of the wise-ass) & UFOs terrorise joggers in Central Park. **\$15.00**

MLBA1 Mutating Mutants Sebastian Shaw, ever desperate to regain leadership of the Hellfire Club, has manufactured a device that will enable (rather messily one would hope) the New Mutants. **\$12.00**

MSL3 Spore of Arthros Agents of SHIELD are sucked into an anti-matter universe called the Negative Zone, wherein they face the wrath of the despotic Spore of Arthros, also rather dramatically referred to as the Terror of the Negative Zone! **\$12.00**

MSL4 Stygian Knight A master villain steals the outrageously powerful Cosmic Control Rod and thus sets forth on an megalomaniacal, epic rampage of pure destruction. **\$12.00**

MT1 All This and World War II New military hardware being tested in the New Mexico desert is hijacked by time-warping Nazis intent on changing the course of WW2! **\$12.00**

MT2 The Weird, Weird West Time is crumbling asunder, splinters of history appear where they shouldn't. The key to this bizarre disaster is Dodge City, in 1870 where it is currently being sieged by the armies of Napoleon, Genghis Khan and Alexander the Great. **\$16.00**

MT3 The Revenge of Kang Hidden among myriad channels of history, called timestreams, the evil Kang and his alternate-reality duplicates hope to ensure that the Fantastic Four were never born. **\$15.00**

MX3 Reap the Whirlwind Hunted by violent bands of vigilantes and giant cyborgs, the life of a fugitive mutant is a cruel struggle for survival. But now a visionary leader has come forth, aided by powerful cohorts and potent weapons, he offers mutants liberty. **\$12.00**

ACCESSORIES

MA2 Avengers Coast-to-Coast Details the Avengers Charter, mansion (base) descriptions, security procedures, new Avenger characters, more villains, an adventure, and more. 96 pages. **\$20.00**

MA4 The Fantastic Four Compendium This 96 page book provides intimate details on the Fantastic Four, as well as their companions, friends & enemies, plus vehicles, places of interest, etc. **\$22.00**

MHAC1 Judge's Screen A sturdy 3-panel screen with a separate guide to New York City. **\$12.00**

MHAC4 Adventure Fold-Up Figures Contains over seventy 25mm card minis plus a handful of other props, such as boxes and banks of computers. Includes an adventure - The Pit of the Viper. **\$12.00**

MHAC7 Concrete Jungle A 32 page collection of heroes, villains and vigilantes that roam the streets of the urban sprawl - individual details include statistics, special powers, background, etc. **\$12.00**

MU1 Gamer's Handbook of the Marvel Universe - A thru D Detailed compendium of over 110 heroes and villains - each entry includes statistics, background history, powers & an illustration. **\$30.00**

MU4 Gamer's Handbook of the Marvel Universe - S thru Z Contains 110 new entries. **\$28.00**

MU5 Gamer's Handbook - 1989 Updates Over 100 characters, including the X-Babies. **\$30.00**

MU6 Gamer's Handbook - 1990 Updates Lots of stuff on new mutants, organisations, etc. **\$30.00**

MU7 Gamer's Handbook - 1991 Updates 53 entries - new entries & familiar updates. **\$30.00**

MU8 Gamer's Handbook - 1992 Updates 128 pages, due Sept. **\$30.00**

MECHWARRIOR

FASA

SCI-FI Powerful stellar empires fight a savage galactic war for water resources & the technology of the ancients. For further titles see **BATTLETECH** on page 12.

MECHWARRIOR 2nd Ed. Provides complete, updated rules for roleplaying Clan or Inner Sphere characters. Includes PC generation, personal combat, equipment lists, additional history, etc. **\$35.00**

Bloodright Join a desperate marauder that races through a multitude of star systems, and defines the meaning of honor with glory. Features Clan characters. **\$15.00**

Comstar Sourcebook Examines in detail this institution of Inner Sphere information, and its splinter militant sect, the Word of Blake. Features new 'Mechs and ComStar character archetypes. **\$30.00**

House Davion - The Federated Suns The most powerful of the Inner Sphere Successor States. Details Davion's history, leaders, wars, government, economy and culture. 210 page softcover. **\$30.00**

House Kurita - The Draconis Combine Intent on conquering the Inner Sphere, Kurita is currently the most feared House. Their society is founded upon respect for the warrior ethic. 192 pages. **\$30.00**

House Liao - The Capellan Confederation Wily, treacherous and formidable - Liao is deemed to be a future threat to Sphere stability, but no one considers it a problem... yet! 160 pages. **\$30.00**

House Steiner - The Lyran Commonwealth Economically the strongest House, but led by the weakest military hierarchy. 176 pages, which includes details on uniforms, rank insignia, crests, etc. **\$30.00**

Jade Falcon Sourcebook Describes the history and military organisation of the Jade Falcons - bone of House Steiner. Includes rosters of the Inner Sphere invasion forces, and their unique 'Mechs. **\$30.00**

Mechwarrior Companion Features rules expansions, new source material, expanded character generation, skill concentrations & specialisations, battle armour, more vehicles, Battletech expansions, additional equipment, more archetypes, contacts, NPC templates, adventure ideas, and a tech manual. **TBA**

Mercenary's Handbook This 2nd edition sourcebook is updated to 3053, and includes an adventure generator, an Outreach sourcebook, character archetypes, plus loads of material on the merc' units. **TBA**

Wolf Clan Sourcebook Reveals the history, culture, military capabilities, internal hierarchy, tactics, personalities and unique 'Mechs of one of the premier Clans. **\$30.00**

Unbound On the gladiatorial gaming world Solaris VII the players are hired to investigate a mysterious stable called Deadly Sins, which has been fielding 'Mechs of unknown origin in the fighting arenas. **\$15.00**

MEGATRAVELLER

GDW

SCI-FI The vast Imperium has collapsed into chaos: rebellion, military treachery, criminal profiteering and plundering aliens are but a fraction of the turmoil that exists.

MEGATRAVELLER Box set containing the Referee's Manual, the Player's manual, an Imperial Encyclopedia, a colour map of the Spiralward Marches, and dice. **\$60.00**

Assignment: Vigilante Set in the desolate Diaspora sector after the collapse of the Imperium, the mercenary crew of a star fighter battle against pirate raiders. Includes 2 adventures & ship plans. **\$10.00**

Hard Times - the future of the empire Adventures in the post-rebellion period. Imperial space is strewn with the wreckage of war, governments and the military have gutted themselves in a vicious war of attrition. The galaxy lies battered and smoldering, and an ominous dark age threatens. 96 pgs. **\$25.00**

Imperial Encyclopedia Presents all the facts concerning the Imperial Wars, stellar history, the Imperial nobility, library data, equipment lists and starship travel. 96 pages of campaign background. **\$12.00**

Knightfall The characters join a trade expedition that is captured by rebels, while escaping they meet a Knight who has discovered a fabled lost city of technological wonders! **\$22.00**

Onnesium Quest An epic quest for a mineral-rich asteroid belt leads the greedy players from one end of the shattered Imperium to the other. 104 pages. Due 7. **TBA**

Player's Manual Contains the usual stuff players need to read, or ignore and let the GM tell 'em: PC creation & classes (18 careers), 150 skills, combat resolution & damage, plus peonies. 104 pages. **\$15.00**

Rebellion Sourcebook Explains the origins & consequences of the rebellion, the fate of the Imperial Fleet & details on the 13 factions that currently exist. Historical notes are included, plus maps. **\$15.00**

Rebel's Tales Further information on the rebellion that voraciously consumed the Imperium world by world. Includes five desperate adventures. **TBA**

Referee's Companion Features chapters on the 4 major alien races, rules for mass combat, plus information on the Imperial (& alien) calendar, robots, tech research, megacorps, & communications. **\$15.00**

Referee's Manual Contains a generator for star systems and their worlds, plus rules for encounters (players love this sort of stuff!), trade & commerce, craft design, starship combat, etc. 104 pages. **\$12.00**

Star Viking - Planetfall Due Aug (7) - details will be provided next catalogue. **\$65.00**

Traveler - The New Era Due Dec. - more information will be provided later. **\$65.00**

MIDDLE EARTH

IRON CROWN

FANTASY J.R. Tolkien's magical world of The Lord of the Rings is brought to vivid life with this moderate complexity, but well crafted system. Good for beginners.

Lord of the Rings Adventure Game A complete role-playing package designed specifically for beginners! Features a rich storytelling-style adventure that teaches roleplaying concepts as the game unfolds. Contains 10 maps, 6 character fold-outs, and dice. **\$35.00**

Adventure #1 Dawn Comes Early The barrow of a centuries-dead prince becomes the final resting-place for unsuspecting travellers who enter its cold interior in search of loot. Links-up with the adventure provided in the box set. Contains maps & floorplans. Ideal for novice DMs and players. **\$20.00**

Adventure #2 Darker Than the Darknes Concludes the adventure started in the box set - a motley crew of bandits are terrorising the inhabitants of the Trollshaws, but not for much longer! **\$20.00**

Over the Misty Mountains Cold A Dark Elf in the service of the dread master of Dol Guldur, lengthens the shadows surrounding his forest keep with diligent cruelty. A beginner's adventure. **\$20.00**

MIDDLE EARTH 2nd Edition. The original, more complex (but still relatively easy to learn) box set. It contains a comprehensive 128 page rulebook, a moderately useful booklet of maps & floorplans, an excellent 32 page introduction to roleplaying, plus 56 color cardboard character counters. **\$25.00**

SUPPLEMENTS

Angus McBride's Characters of Middle Earth A 64 page glossy book highlighting Angus McBride's superb artwork for Middle Earth. Indispensable product for connoisseurs of fine art. **\$15.00**

Guide Book to Middle Earth Contains campaign material such as climate, languages & geography plus a 24"x36" colour map of Middle Earth that includes trade routes. **\$16.00**

MERP Adventure Guidebook II Sourcebook for Endor and the surrounding lands. Includes a full colour map, an Elvish dictionary, plus a comprehensive glossary of people, cultures, places, etc. **\$25.00**

MERP Combat Screen 2nd Ed. Contains a standard selection of combat tables, maneuver rules, and charts for other such strenuous pursuits - all on an 11"x34" cardstock screen. **\$12.00**

Middle Earth Map: Folded A beautiful 24"x36" colour map of Middle Earth & the Wild Lands. **\$12.00**

VARIANT CAMPAIGNS

Robin Hood Alternate campaign sourcebook based on a romantic 11th century English setting - specifically the Forest of Dean on the Welsh Marches and Sherwood Forest. Includes sections on new medieval skills & professions, plus material on bandit & guerrilla operations. 160 pages. **\$25.00**

Vikings Comprehensive 112 page sourcebook for Norse campaigns. Includes chapters on folklore, magic, monsters of myth, the pantheon, and royalty, plus much more besides. **\$18.00**

Pirates Creates the boisterous world of 17th century pirates & buccaneers. From the rowdy ports of the West Indies, to the savage coasts of Africa - adventure & wealth await all who sail under the Jolly Roger. 160 pages with ship types, fashion, treasure, firearms, fencing, maps, magic, 6 scenarios, etc. **\$25.00**

FORTRESSES OF MIDDLE EARTH

Calanhad: A Beacon of Gondor Located in the northern foothills of the Ered Nimrais - this is one of Minas Tirith's seven Beacon Towers. With detailed floorplan and generous room descriptions. **\$18.00**

Halls of the Elven-King Features the Thranduil Wood Elves' underground city in Mirkwood. Includes detailed layouts, and floorplans. A good fantasy setting for any campaign. **\$10.00**

Weatherport: Tower of the Wind Details a huge tower-fortress caught in the vicious struggle between Arnor's bickering successor kingdoms. Includes extensive floorplans. **\$10.00**

SOURCEBOOKS

Creatures of Middle Earth Detailed information on all manner of critters that inhabit the lands of Middle Earth - from noble Elven horses to fierce Balogs. **\$18.00**

Lords of Middle Earth I: The Immortals Comprehensive 112 page sourcebook detailing the Elves, Valar, Maiar and the Great Enemies. Includes history, new powers, major personalities, etc. **\$20.00**

Lords of Middle Earth II: Mannish Races A wealth of data on the Kings of Arnor, Gondor & Numenor, plus profiles on Aragorn, Boromir, the Witch King of Angmar, Eowyn & the Ring Wraiths. **\$20.00**

Lords of Middle Earth III Details the races that the other books neglected - the gentle Hobbits, dour Dwarves, patient Ents, crude Orcs, and formidable Trolls. 112 pages, of comprehensive detail. **\$20.00**

Minas Ithil 112 page guide to the Gondorian capital. Details history, politics, and institutions. Includes floorplans of important structures & adventure sites, major NPCs, 3 adventures, and 2 colour maps. **\$35.00**

Minas Tirith 160 page hardback city supplement that includes a large colour map, 40 pages of floorplans, plus extensive notes on history, personalities, institutions, culture, and adventures. **\$30.00**

Nazgul's Citadel By the Yellow Mounts south of Harad, looming over ancient ruins, stands the forbidding citadel of the fifth Nazgul. Includes over 40 pages of floorplans, plus 3 adventures. 121 pgs. **\$25.00**

Treasures of Middle-Earth A massive compendium of magical weapons, armor, apparel, jewelry, gems, art, musical instruments, rings and tools. Further articles detail the history of important artifacts, describing in detail the techniques and materials used in their creation. **\$25.00**

CAMPAIGN MODULES

Dunland and the Southern Misty Mountains Dunland is a nation of independent warrior Clans. The mountains are a hazardous realm known to shelter Giants and Dragons! **\$20.00**

Empire of the Witch King Angmar - the bleak realm of the Witch King. Here dark priests and foul Orcs prowl the cruel landscape, while Dragons and Trolls feast upon unwary travellers. **\$25.00**

Ents of Fangorn Here dwell the Ents, an ancient race whose sole task is the preservation of Fangorn, last remnant of the Great Forest. But other more sinister creatures roam the depths. **\$20.00**

Far Harad - the Scorched Land Details the imposing desert city of Bozisha-Dar, and the fierce nomad warrior tribes whose rough life is far removed from the city's comforts. \$20.00

Ghost Warriors Spirits roam by night, slaying travelers to swell their ranks. The key to their defeat lies beyond the Riddle Caves, a mysterious entrance to the labyrinth beneath the Misty Mountains. \$15.00

Gorgoroth Evil sits in the Mountains of Shadow. Yellow torchlight glares from the arrow slits of once-abandoned citadels, and smoke unfurls from Orodruin's summit like a tattered war banner. \$30.00

Greater Harad The Seven Cities is a cosmopolitan oasis where commerce is the law, and the trade of exotic goods its lifeblood. But agents of a Ringwarth plot its downfall for their evil master. \$20.00

Grey Mountains A 144 page sourcebook for the brooding expanse of the Gray Mountains, detailing the Dwarven mines, Orc warrens & Dragon caves, plus Fordwraith and the sinister Withered Heath. \$30.00

Havens of Gondor - Land of Belfalas Sail with the Corsairs of Umbar as they battle Dol Amroth's feet. Or explore the Elven haven of Edhellond and the famous Sea Ward Tower. \$20.00

Mount Gundabad From the grim halls of the filthy Goblin city, to the mysterious serpentine depths of the Underdeeps, Gundabad is a veritable warren for cruel Orc hordes, and much worse! \$18.00

Riders of Rohan The Rohirrim are a proud race whose natural skill as horsemen and proud martial heritage is renowned. These courageous warriors despise the Dark Lord, and mistrust all magic. \$20.00

Sea Lords of Gondor - Pelagiar & Lebennin Ruthless privateers and corsairs prowling the Bay of Belfalas in their ships, avoiding the Royal Fleet whilst preying on unwary merchants. \$20.00

Shadow in the South The Nazgul called Storm King rules this cruel domain of wild shores, dark woods, rugged mountains, and savage hordes of humanoid tribes. \$20.00

ADVENTURE MODULES

Assassins of Dol Amroth Avenge a Knight of great renown, survive the unnatural dangers of a deserted manor house, and lead a brave assault into an eerie stronghold ruin. \$10.00

Brigands of Mirkwood Strayhold is a dark carnival of rogues, vagabonds and rare merchandise. The labyrinthine streets cloak all manner of surprises, and danger! \$12.00

Dark Mage of Rhudeur A kingdom in decline, where Orcs siege Beacon Towers, barbarians plunder trade routes, and the ancient Ylfewood shadow prowls the night in search of victims. \$12.00

Denizens of the Dark Wood Deep within brooding Mirkwood can be found tribes of Orcs, Trolls, Giant Spiders, and a sinister Necromancer who requires living blood for his foul experiments. \$10.00

Erech and the Paths of the Dead Daen Coentis swore allegiance to Gondor upon the Stone of Erech, and here the Dead Army will gather to right their ancient Oath-breaking. \$12.00

Forest of Tears Secretive Homin worshippers are being troubled by both a sinister cannibalistic spirit, and a Tavarai seduced by Sauron's dark promises of power. \$12.00

Ghosts of the Southern Anduin On foggy nights a ghost haunts the Anduin river. Inland, a mysterious blight has fallen upon the trees and crops, withering everything. \$10.00

Haunted Ruins of the Dunlendings Search for thugs responsible for slain merchants. A temple ruin harbors riches, and a deadly apparition! Rescue a Lady's son kidnapped by Dunlith warriors. \$10.00

Hazards of the Harad Wood Visit the superstitious rural folk living near the Vale of Tears, or search the lush beauty of the Suza Sumar for ancient ruins that promise lost wealth. \$12.00

Mouths of the Entwash Hideous Mewlips stalk all who dare to enter the feld interior of their swamp domain. All manner of vile monstrosity infests this brutal land. \$10.00

(The) Necromancer's Lieutenant In Southern Mirkwood that PCs may protect a merchant's caravan, steal a Necromancer's treasure, harass an Orc army, or aid the Elves against evil. \$11.00

Perils on the Sea of Rhun The Sea of Rhun is a place of dark secrets and evil forces, where assassins, the vicious Cult of the Long Night, and Sauron's dark minions prowl the night. \$10.00

Phantom of the Northern Marches A terrified village populace is menaced by one seeking revenge. At night the moors tremble with the steps of something very large and quite voracious. Within the smoldering ruins of a townhall a Fire Drake awaits all challengers. \$10.00

Pirates of Pelagiar Dare to sail against the murderous pirates of the Red Cliff! Search for the enigmatic Laughing Raiders. Storm a coastal stronghold to rescue slaves. \$12.00

Raiders of Cardolan Now is the time to enter Black Wood and stop the rebellion that smolders within, then plan the downfall of cruel sea raiders before they return for more plunder. \$10.00

Rivendell - House of Elrond Describes the hidden vale of Imladris - wondrous home of Elrond haven for the last Kings of Amor, and a meeting place for the famed White Council. \$10.00

River Running The Dark Lord Turns East Six linked adventures detailing the Dark Lord's campaign against Dorwinion, Land of Maidens; famed for its magnificent wines, but now blighted by supernatural diseases, fell beasts and the dark magicks of a dread Necromancer. \$20.00

Rogues of the Borderlands A land of snow-capped peaks and grim forests, wherein shadows hide fell beasts, and only the fearless dare dwell in the isolated hamlets and farmsteads. \$12.00

Shelob's Lair An adventure that leads the foolish characters to Minas Ithil, the tower of Cirith Ungol, the caves of Kra-Burzum, Lushgar, Torech Ungol, and Shelob's lair. \$12.00

Thieves of Thorbad Explore a port whose grandeur cannot fully disguise the decay and discontent that festers behind the mean facades of its lesser streets, where thieves and assassins lurk. \$10.00

Warlords of the Desert The bustling port city of Dar is renowned for its jovial merchants, wealthy traders, proud rogues from Far Harad or beyond, and the skulking agents of the Nazgul. \$12.00

Woses of the Black Wood Try to stop the terror that haunts Bor Leath by night. Meet the herb-mistress who is protected from Black Wood's dangers by the animals she befriends. Or search the extensive grottoes of the Woses for their fabled treasure. \$10.00

PALLADIUM

PALLADIUM

FANTASY Obviously based on the AD&D system, but with less game mechanics - ideal for those who like pulp fantasy lack the motivation to read a plethora of rulebooks!

THE PALLADIUM RPG 274 page rulebook containing 20 character classes, lists of equipment and character skills, various psionics, 290 different spells, a campaign world setting, and a bestiary. \$45.00

Book II: Old Ones Describes the kingdom of Timiro from the campaign world. Includes details on eight cities, 25 towns, 22 forts and various adventures. 210 pages with two new character classes. \$35.00

Book III: Adventure on the High Seas 208 pages featuring new skills, 8 character classes, character sheets, magic items, curses, Faerie foods, herbs, ships, islands, and adventures. \$30.00

Adventures in the Northern Wilderness A 96 page guide, with 6 adventures. \$22.00

Monsters & Animals Details 89 monsters and 192 animals, with world guide. 166 pages. \$35.00

Further Adventures in the Northern Wilderness 4 adventures. 48 pages. \$16.00

The Island on the Edge of the World An adventure-sourcebook that takes place beyond the mountains of the Old Kingdom. Introduces crystal magic rules & spells, plus a vile mega-villain! Due ? TBA

PARANOIA

WEST END

SCI-FI A Darkly humorous RPG about a crazed computer government, clones, bloody-minded bureaucracy, secret societies, mutants, psychotic robots and much more!

Paranoia RPG A 134 page softcover book that features everything that you've ever needed to know about killing characters... and maybe giving the players a fun and light-hearted adventure. \$40.00

Alice Through the Mirrorshades Vulture Warriors watch horrified as they are volunteered to go back in time to execute those responsible for the great Computer crash of the future. \$22.00

Alpha Complexities The usual stuff - an incredibly frightening briefing; a desperate battle against invisible Communists; defective R&D equipment; severely disturbed 'bots; and a trashy mega-villain! \$18.00

(The) Bot Abuser's Manual Details those annoying mechanical monstrosities that haunt the back terminals and corridors of Alpha Complex. Includes 'Bots as player characters! Due Sept? \$30.00

Clones in Space Eager Troubleshooters can enjoy the exciting, gut-squashing effects of lift-off. Survivors get a lesson in weightlessness, and a lucky few learn about the curious effects of vacuum. \$20.00

Crash Course Manuel Anarchy reigns - the Computer is dead! The vengeful clones rise up against their oppressors, and secret societies have fun by running in a confused, but rampant manner. \$30.00

Death, Lies and Videotape With the Computer fritzed, all of the Secret Societies become entangled in a war for supremacy, while the Characters get the blame for killing their buxom saviour. \$22.00

D.O.A. Sector Travelogue Visit Alpha Complex's vacation capital - stroll the corridors by the light of surveillance cameras, or enjoy a running firefight with amiable vulture troopers. \$30.00

Don't Take Your Laser to Town From a time when clones were clones, and 'bots were 'bots, and player characters were cowering under buildings. A ripping wild west adventure, I think. \$18.00

Form Pack Includes The Equipment Request Forms, The Equipment Complaint Forms, The Form Request Forms, and a bizarre mini adventure. \$18.00

Gamma-LOT Pulp fantasy has invaded LOT sector - ye merry olde England meets not-so-merry Alpha Complex troubleshooters. Features an amusing reptile called Randy the Wonder Lizard! (The) **Iceman Returneth** A freeze-dried High Programmer from the past is accidentally thawed - only stupid Troubleshooters would ever get involved with treason of this magnitude. So naturally they do! \$18.00

Mad Mechs The troubleshooters travel to Down Under Outdoors, where they must seize a former commie mutant traitor who is posing as the leader of the infamous Mad Mechs gang. \$22.00

More Songs About Food Vats Chases, comedy, and more explosions than you can shake a newtwhip at. Includes handouts and props to make the players feel important. \$18.00

Paranoia Sourcebook 144 page campaign book that includes information on the computer, clones, security clearances, treason, secret societies, R&D research, AlphaNet, and the outdoors! \$40.00

People's Glorious Revolutionary Adventure Welcome to the Communist Controlled Complex Population (CCCP) toils selflessly under the benevolent rule of Big Red One, Tovarich Computer. \$20.00

R&D Catalogue Includes an adventure, plus a detailed list of confusing gadgets and odd gizmos whose main purpose of being is to self-destruct and maim everyone whenever they are used. \$35.00

The Computer Always Shoots Twice Reprint of Send in the Clones & Orcubusters - 96 pgs \$20.00

PENDRAGON

CHAOSIUM

FANTASY King Arthur's court - chivalry, courage, and skill are the means by which a Knight can defeat peril or treachery, and perhaps join the fabled Round Table!

PENDRAGON 3rd Ed. A 208 page book dealing with character generation, family history, glory & ambitions, ideals & passions, wealth, chivalric duties, NPCs & creatures, scenarios, and more! \$45.00

Blood & Lust Provides background material for a number of European kingdoms, and 4 linked adventures, including a grueling, ambiguous confrontation with the witch queen Morgan. 128 pages. \$45.00

Boy King As the power of Rome dwindles, England is torn apart by feuding lords and plundering foreign tribes. A fabulous sword is drawn from stone by a youth who is destined to rule this shattered realm. \$40.00

Castle of Bones Adventures in the unseen world, the distorted, paranormal realm of Faerie - bane of virtuous knights, and a temptation for the wicked. TBA

Grey Knight Death's Champion challenges Arthur's right to rule. Sir Gawaine will duel for his king's honor, but Merlin prophesies Gawaine's death unless an ancient Treasure of Britain is discovered. \$10.00

Honor & Glory Various scenarios set in the Age of Adventure, a time when devout knights rode the breadth of Arthur's domain to confront lawlessness. TBA

Knights Adventurous Expands the parameters of character Knights, plus details concerning sieges, raids, women, Christianity, Paganism and mediaeval adventures. \$40.00

Pagan Shores Details the Emerald Isle, realm of King Anguish and his raiders. Arthur and his knights, convinced of their own prowess and righteousness, prepare to cross the Irish Sea in search of loot. TBA

Perilous Forest A rich and powerful kingdom in wild North England has established a counterfeit version of the Round Table with which to contest Arthur's rule. Due mid '92. TBA

Savage Mountains Four adventures exploring the wild mountains of Wales, and pitting an alliance of Welsh lords against Arthur's knights. Includes extensive regional campaign details. 128 pages. \$45.00

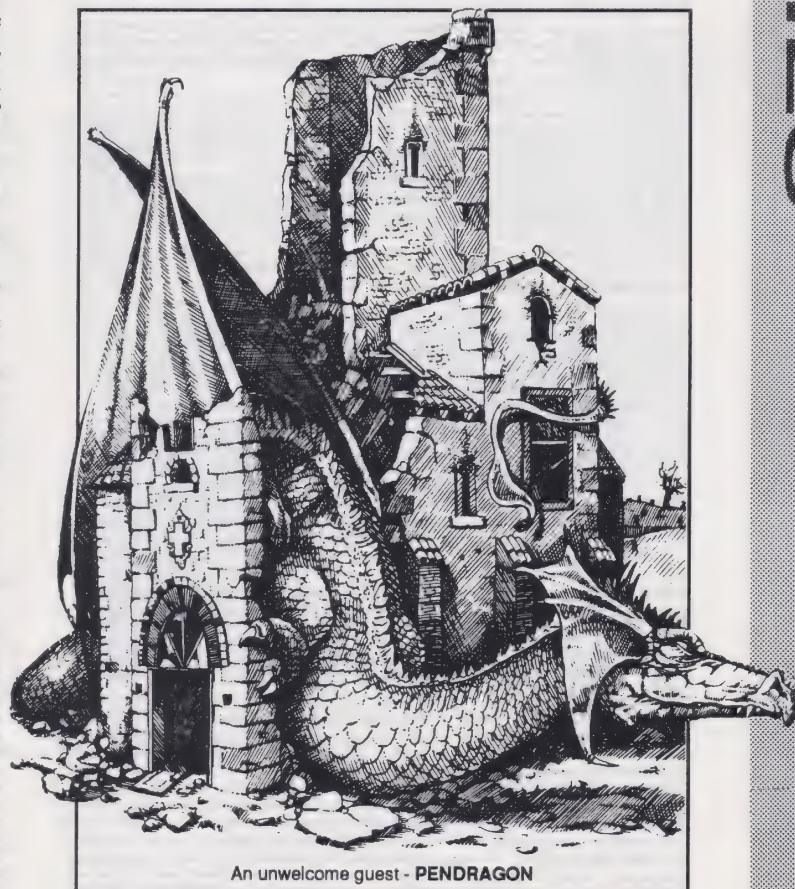
Tournament of Dreams Two adventures of knightly virtue and chivalrous combat - Tournament of Dreams plus The Circle of Gold - they both sound like titles from a Mills & Boon novel! \$10.00

RIFTS

PALLADIUM

SCIENCE & SORCERY Earth has been transformed - super science rule the nations of the future, but awesome magicks & supernatural creatures threaten a new dark age.

RIFTS A superbly illustrated 256 page book that features 26 PC classes, 8 PC Attributes, alignments, espionage, psionics, a world history, magic, artifacts, vehicles, robots, cybernetics, bionics, etc. \$55.00



An unwelcome guest - PENDRAGON

Mutants in Orbit A hybrid adventure that combines RIFTS with Teenage Mutant Ninja Turtles, and based in the After The Bomb universe. **TBA**

RIFTS Sourcebook More campaign information on the Coalition, robots, villains, weapons, equipment and monsters - such as the Splurgorhian Raider and Vampires. **TBA**

RIFTS Sourcebook 2 - The Mechanoids A.R.C.H.I.E.'s back, soon anyway... **TBA**

RIFTS Conversion Book Enables characters or creatures created in any of the Palladium RPGs (ie: TMNT, Robotech, Heroes Unlimited, etc) to be used in the RIFTS universe. **\$45.00**

World Book 1: Vampire Kingdoms Includes information on Vampire characters, Techno-wizard devices, travelling freak shows, the Yucatan Peninsula, ley lines, nexus points, etc. **\$30.00**

World Book 2: Atlantis Domain of the multi-dimensional slavers known fondly as the Splurgorh, who rule a magical realm of supernatural, and other-dimensional creatures. Due? **\$30.00**

ROBOTECH

PALLADIUM

SCI-FI Faithful recreation of the Robotech-Macross universe; from the destruction of SDF-1/2, to the launching of SDF-3. Mankind faces a war against an alien army.

ROBOTECH Includes character creation and classes, skill lists, combat mechanics, a complete Mecha & Destroid inventory, data on various weapon systems & suits, etc. 110 pages. **\$30.00**

Ghost Ship Rebel Zentraedi and bandit gangs plunder the ring of debris orbiting the Earth, the RDF dispatches its elite Space Patrol to dig them out. 48 pages. **\$20.00**

Lancer's Rockers A decade after the invasion, Humanity's most famous combat unit - the Rock's Knights, are decimated. Features new PC classes & weapons, plus seven adventures. **\$20.00**

RDF Manual Includes optional rules, new R.D.F. weapons & vehicles, an historic chronology of world events, more character sheets, plus a global military & resource atlas. 48 pages. **\$20.00**

RDF Accelerated Training Program Features new character skills & abilities, NPC generators, and briefs on strategy, plus a selection of mecha & vessels. 56 pages, with training missions. **\$20.00**

REF Field Guide Includes an illustrated catalogue of the mecha, spaceships, combat vehicles, military bases, equipment, and uniforms of the REF, Inorganics, Invid, Robotech Masters & Zentraedi. **\$35.00**

Southern Cross Material from the TV animation series. Features character education & skills, plus extensive notes on armies, weapons & equipment. 112 pages. **\$30.00**

The Invid Invasion 112 page sourcebook on Invid & human equipment, with new combat rules **\$30.00**

The Return of the Masters 88 page Sourcebook for the dangerous Indochina quadrant, the massive G-95 satellite factory, and the R.D.F. military Moon Bases. Includes adventures & mutants too. **\$25.00**

The Sentinels New PC REF classes, Sentinel aliens & combat rules, data for Destroids, Cyclone bikes, Veritech fighters & spacecraft! Plus Invid history, Mecha, Inorganics & Hives. 3 adventures... 160 pgs. **\$35.00**

The Zentraedi Giants donned solely for the purposes of war - the Zentraedi are an uncompromising creation bred to kill. 48 pages of history, mecha, space vessels and Player Character notes. **\$20.00**

ROLEMASTER

IRON CROWN

FANTASY A very detailed RPG that stands on its own for quality, but is compatible with the Middle Earth supplements. See **SHADOW WORLD** for campaign material.

ROLEMASTER 2nd Ed. Boxed set containing Character Law & Campaign Law, Spell Law and Arms Law & Claw Law. The mechanics offer realism and depth, and are not for the faint of heart! **\$45.00**

Alchemy Companion 208 page book detailing over 12 new professions, new skills, Static Action tables, Critical Strikes, item creation charts, over 70 new spell lists, and much more! **\$35.00**

Arms Law & Claw Law Contents include 30 individual Weapon Attack charts, 10 amazing Critical Strike tables, 12 Animal & Martial Arts Attack charts, and a variety of optional rules. **\$20.00**

Character Law & Campaign Law A complete character development system that includes campaign and game master guidelines. Can be used with any Fantasy RPG! **\$20.00**

Creatures & Treasures Provides descriptions and game stats for over 500 animals, races & monsters. With tables for the generation of random treasures or encounters. **\$20.00**

Creatures & Treasures II A compendium of monsters and artifacts. 112 pages with a plethora of evil creatures and mighty treasures, plus some great illustrations. **\$22.00**

Dark Space Rolemaster-Space Master campaign setting detailing a cross-genre universe. Magic & technology coexist while alien monstrosities plot the downfall of humanity. Includes new professions & spells/poison lists, 20 worlds & cultures, scenarios, creatures, equipment, softch, etc. 160 pages. **\$30.00**

Elemental Companion New spell lists, variant professions, and elemental creatures. Plus details on the elemental planes, and the history of elemental magic. **\$25.00**

Heroes & Rogues A 160 page compendium of 24 characters representing each of the Character Law professions, with detailed backgrounds and statistics, plus an illustration. **\$30.00**

Rolemaster Character Sheets Character records for all Rolemaster professions! 144 pages **\$22.00**

Rolemaster Companion Includes 32 extra spell lists (many high level), 8 more professions and a variety of new races, creatures, secondary spells and optional rules. **\$20.00**

Rolemaster Companion II Features 65 new spell lists and over 100 optional skills. There are also Master Tables with descriptions for every Rolemaster skill and profession thus written! **\$20.00**

Rolemaster Companion III Does it never end? Here's some more optional rules, with 21 new professions, 40 spell lists, 7 more critical tables and 4 spell attack tables. **\$20.00**

Rolemaster Companion IV What you get is a checklist of all the spells, skills, optional rules & professions introduced in the basic rules and all of these bloody companion! **\$22.00**

Rolemaster Companion V Will it ever end? Includes rules for time travel, Earthnodes, skill specialisation & spell research, plus 3 professions, over 26 spell lists, creatures, treasures, skills, extra attack & critical tables, structural hit points, and another options checklist addendum! 128 pages. **\$25.00**

Rolemaster Companion VI Aargh! The buggers can't help themselves! Highlights include an emphasis on stat bonuses rather than stats, flexible skill development, rewards for roleplaying, a detailed yet playable tactical combat, upper level spells for existing spell list, and much more! Due Aug? **\$22.00**

Spell Law Includes over 2000 spell descriptions based on 3 realms of power & 15 character professions, plus individual Spell Attack & Critical Strike tables, a power point system & detailed alchemy rules. **\$22.00**

Spell Users Companion Features new magical skills & herbs, rules for rituals & resistance rolls, a spell-pick & extraordinary-failure system, realms clarifications, heaps of new spell lists (including Esoteric Spells), apprenticeships, clarified ambiguous spells, and much more! **\$27.00**

Time Riders 160 page book for magic, psionic, or tech based time travellers. Includes a sci-fi setting, high tech equipment, magic items, special combat rules & source material for variable time streams. **\$28.00**

War Law A mass combat system featuring rules for morale, maneuver, ferocity, leaders, fortifications, unit generation, etc. Contains a 160 page rulebook, counters, templates and unit forms. **\$60.00**

See **Middle Earth & Shadow World** for compatible stock.

RUNEQUEST

AVALON HILL

FANTASY A great RPG that boasts a superb campaign world, excellent mechanics, and detailed background source material. Very highly recommended!

RUNEQUEST DELUXE Contains an introduction, Player's Book (88 pgs.), Magic Book (60 pgs.), Gamemaster's Book (48 pgs.), Creatures Book (48 pgs.), guide to Glorantha (32 pgs.) & dice. **\$60.00**

RUNEQUEST STANDARD A boxed set with an abridged Rules Book (56 pgs.) and a small Spells Book (16 pgs.), plus dice and character sheets. This is the Runequest primer. **\$35.00**

Apple Lane The Troll-bandit Whitey and his vicious Trollkin gang have been terrorising Apple Lane's populace for years. This scoundrel & his tiny thugs must be taught a lesson in serious ass kicking! **\$25.00**

Daughters of Darkness Nine adventures wherein the players partake in dangerous expeditions and deadly intrigues in a decayed city of chaos and corruption. 96 pages with maps. **\$30.00**

Eldarad - The Lost City Eldarad is a partially rebuilt, lawless ruin where the minions of Chaos walk freely at night. It is also the site of ancient elder tombs, wherein great magics & wealth can be discovered. Contains a 54 page city guide, a 62 page adventure sourcebook, and a 32 page book of maps. **\$35.00**

Elder Secrets of Glorantha A compendium of lore featuring monsters, artifacts, the secrets of Dragonkind, magical crystals & metals, the weather, Hero Questing, the Elder races & cults, etc. **\$40.00**

Glorantha - Crucible of the Hero Wars A guide to a unique campaign world. Contains a Glorantha Book (40 pgs.), a Genertela Book (100 pages), a Player's Book (36 pages) and a map. **\$45.00**

Gods of Glorantha Details the huge campaign pantheon, rich in texture and full of character. Features 60 cults and religions, covering virtually every facet of Gloranthan life. **\$40.00**

Haunted Ruins An ancient Dwarven mansion has become the lair for a Troll Clan lair. **\$20.00**

Into the Troll Realms 3 adventures. Includes a Trollball game, a giant-insect farm, flying Trollkin kidnappers, a chance to sample fearsome Troll beverages, & a Brontosaurus-carass bandit hideout! **\$17.00**

River of Cradles A concise introduction to the history, geography, cultures, and peils of the lands of eastern Prax under the Lunar occupation. Uses elements from the old classics - Pavis, Borderlands, Big Rubble, and Cults of Prax. About bloody time too! But when are we going to get it? **TBA**

Runequest Cities A unique urban adventure guide. With a systematic encounter generator (43 tables) plus full mechanics for creating instant locations. Can be used in any fantasy campaign. **\$20.00**

Sneak Pipe Hollow The chaos horrors which gave this town its gruesome reputation are back! **\$22.00**

Sun County By all accounts an excellent supplement! Due soon? **TBA**

Trollpak Troll society fully described, with Troll characters explained in detail. Contains 3 books: Uz Lore (56 pages), Book of Uz (50 pages), The Munchrooms (40 pages), plus character sheets & maps. **\$40.00**

Troll Gods Another zesty serving of Troll delights - details new spells, skills, monsters, plus the deities of darkness, the Troll Regions, and clan knowledge. **\$40.00**

SHADOWRUN

FASA

SCIENCE-SORCERY Fantasy races, with appropriate skills & abilities, combine with a hardcore hi-tech world of surreal punk imagery and violent corporate entities.

SHADOWRUN 2nd Edition 218 page book that contains a history to 2050AD, character development, skills, magic, the computer matrix, cyber mechanics, a bestiary, a Seattle guide, and an adventure. **\$25.00**

Bottled Demon Sinister organisations seek a mysterious artifact covered with runes. **\$18.00**

Darkangel The last recordings of a cult-figure street musician is up for grabs, and everyone will be dying to get it - dead straight. And who suggested that music soothes the savage beast? **TBA**

D.M.Z. - Downtown Militarised Zone A boardgame of urban conflict between mages, street samurai, mercenaries, bikers, Orks, etc. This system may be employed as a quicker-playing substitute for the Shadowrun combat mechanics. With nine interior and street mapsheets, plus 203 counters. **\$17.00**

Dragon Hunt Runners are hired to find a dragon's lost memory, despite heavy Corp. attention. **\$16.00**

Dreamchipper Missing experimental pleasure chips are linked to a series of brutal slayings. **\$18.00**

Elven Fire Seattle's labyrinthine backstreets are ablaze, as mindless gang warfare erupts. **\$16.00**

(The) Grimoire A 126 page handbook further detailing spell creation, adepts, insect totems, alchemy, enchanted items, magical groups and toxic shamans. **\$25.00**

GM's Screen 2nd Edition. Includes a collection of archetypes and street contracts. Due Sept. **\$22.00**

Harlequin A connected series of 8 adventures that feature exotic locales. These missions provide the players with a progressively enlarged view of a very complex tale of betrayal and revenge! **\$25.00**

Ivy & Chrome Runners must search for an elf girl missing from an exclusive boarding school. **\$16.00**

London Sourcebook The London Sprawl 2050 - cyberware & magic are strictly regulated, with harsh penalties for those who disobey. Power is divided between the nobility, megacorps & druids. **\$30.00**

Mercurial - in Concert at Underworld Enter the world of megahit rockstars, dreamchip addiction, exotic pleasures, toxic waste, hitmen, Yakuza scoreesses, and double-deals. **\$18.00**

Native American Nations Vol. 1 Details history, cultures, economies & lifestyles of the newly-emerged Salish-Shidhe, Sioux, Ute & Pueblo Council Nations. Includes a wilderness adventure. **\$25.00**

Native American Nations Vol. 2 Lists the remaining new nations, covering history, cultures, economies, and lifestyles. Includes another adventure set in the wild, awakening wilderness. **\$25.00**

Neo-Anarchist's Guide to North America A comprehensive tour of city sprawls. Includes maps, and details on laws, transport, trade, corporations, government, gangs, crime, etc. 128 pages. **\$30.00**

Neo-Anarchist's Guide to Real Life Reminds me of something an ex-girlfriend kept telling me ("Get a real life!", and as I sit before my Mac at 2.00 in the morning typing this crap, I can understand why! This book details everything from mass transit, to security systems and coffin motifs. Due? **TBA**

One Stage Before A powerful corporation is nearing completion of its latest investment, but a rival organisation begins to sabotage its development. This could get real nasty. Due Sept. **\$18.00**

Paranormal Animals of North America An excellent illustrated guide to 79 strange creatures that roam the polluted skies and twisted underworlds of this nightmare future. 176 pages. **\$25.00**

Queen Euphoria The job is to snatch Euphoria, the sime-sense star, for a weekend then let her go - simple. But when something alien & very malevolent cuts in on the action all hell breaks loose! **\$16.00**

The Rigger Black Book A compendium of vehicles, from urban runabouts to hunter-seeker combat drones. Includes modifications, support gear, and cyberwares. Real Rigger wet dream material. **\$30.00**

Seattle Sourcebook A city where Megacorps control the money & politics, while gangs rule the streets, and more malevolent forces take out anyone who enters the underworld. 178 pages. **\$30.00**

Shadowbeat Sourcebook for the multi-media entertainment industry, includes new character Archetypes, nonplayer Contacts, player information-gathering techniques, and relevant rules. **\$30.00**

Shadowtech Details the latest and sharpest in personal-enhancement technology - from adrenaline-boosting bioware, to hardware cyberdecks, and sensory enhancements. **\$30.00**

Sprawl Sites Features an assortment of building floorplans and city encounters, plus a collection of individual NPCs who can be used as street contacts, etc. **\$25.00**

Street Samurai Catalogue Everything the urban professional predator-for-hire needs - firearms, armour, vehicles, cybergear, internal body-wiring, and other nasty accessories. **\$25.00**

Total Eclipse Seattle's hottest new rock band have broken their contract to try and cut it solo, but their parent corporation label has paid some runners to bring them back ASAP. **\$16.00**

Virtual Realities 160 page guide to the matrix. Decking is given the treatment with expanded rules on cyberdeck construction, computer systems, etc. Includes new software, firmware & programs. **\$30.00**

NOVELS - \$10.00 per title

The Secrets of Power Trilogy 1) Never Deal with a Dragon 2) Find Your Own Truth 3) Choose Your Enemies carefully

Miscellaneous Titles 1) 2XS 2) Changing 3) Never Trust an Elf (due Sept.)

SHADOW WORLD

IRON CROWN

FANTASY Kulthea - a world designed for Rolemaster, but compatible with any other fantasy RPG. Each module details a specific area, and also provides adventures.

Shadow World Master Atlas A world swept by powerful Flows of Essence that enhance or diminish a character's capacities. A land plagued by the Unlife, creatures so foreign that their origins are beyond knowledge. Contains a 64 page World Guide, a 64 pg Inhabitants Guide & a 32 pg Atlas Addendum. **\$35.00**

Black Troll's Vengeance In Ledor all of the vegetable lifeforms grow to four times their usual size. But that stupendous fact doesn't help the populace when they're embroiled in serious civil strife. **\$22.00**

Cyclops Vale and Other Tales The ancient artifacts of Peligris are a lure to many adventurers, (who will usually loam at the mouth at the mere mention of magical treasure anyway!). **\$10.00**

Demons of the Burning Night The unexplored isle of Aramor is rumored to hide great treasures amongst its ancient ruins, and a terrible array of foul denizens who don't treat explorers kindly. **\$15.00**

Eldolon - City in the Sky Details the 'Set-kai island realm's capital - trade center of the world - a beautiful marble & glass metropolis floating among majestic cloud-scapes. Includes 8 adventures, 250 building descriptions, two color maps, etc. 160 page softcover. **\$35.00**

Emer Contains two large colour maps and two books - a 96 page continent guide; and a 96 page Atlas Addendum that covers the world in general, as well as detailing demons, Dark Gods, places of power, ancient artifacts, constructs, lost technology, magical materials and weapons forging. **\$50.00**

Islands of the Oracle The Thirsting Cave appears on an Abarquian island, from within come the dread Unlife and vile plagues. Salvation rests with an enigmatic Oracle, unseen for centuries. **\$15.00**

Jaiman - Land of Twilight Original home of the six Crowns of Essence, all of which were lost during a series of disasters. Both noble and evil powers seek these magical artifacts for their vast power. **\$22.00**

Journey to the Magic Isle The remote island of Uman harbors an ancient volcano wherein resides a magical lake, and the renowned University of Magical Arts. \$15.00

Kingdom of the Desert Jewel Gethyra is a nation that supports a benevolent society, but beyond it the wilderness crawls with savage beasts, and greedy adventurers seeking lost tombs rich in loot! \$15.00

Nomads of the Nine Nations Details the rugged lands west of the Guardian Sea. Wondrous sights of natural beauty greet visitors to this vast country, but a dark cult threatens to invade. \$18.00

Norek - City State of Jaiman Jaiman faces a desperate battle for survival against an army of Unifile army, as a young Prince begins his quest for an artifact that will help defeat the noisome horde. \$15.00

Quellbourne - Land of the Silver Mist Undead writhe like maggots in the ruin of Quellbourne's capital city. Pirate bands of Ice Krals and raiding Trolls harass the populace, who also have to contend with a cult that exists only to destroy, & the minions of a Spider Goddess hunting for sacrifices. \$15.00

Star Crown Empire and the Sea of Fates The eight clystales of G'nal offer a welcome respite from the wilderness beyond, but state politics can offer a bloody end to curious travelers. But the survivors of city hospitality find that court intrigue offers its fair share of plunder! \$18.00

Sky Giants of the Brass Stair Deep within the Garlon Mountains lies the Dwarven King's treasure, the evil Dragonlord's Skyriders and a Dragon have begun to search for this vast wealth. \$16.00

Tales of the Loremasters Here's a multitude of adventures spread across numerous islands wherein reside ghouls, a dragon, phantoms, a Spirit Tree and other such encounters. \$10.00

Tales of the Loremasters - Book II Those who traverse these pages will meet a prowling demon-warrior, converse with a wily Sphinx, and visit the site of a mysterious fallen meteorite. \$10.00

The Orgillion Horror Among the ruins of Nof-Keh is a mausoleum wherein lies the ancestral wealth of an evil Clan, but its Undead guardians have a certain way of dealing with trespassers! \$10.00

SPACEMASTER

IRON CROWN

SCI-FI A detailed system for flexible environments - from near-future post-holocaust, to high-tech exploration, or superstitious decay. Based on Rolemaster.

SPACEMASTER A new over 200 page softcover rulebook replaces the old boxed set. Features 17 professions, over 120 skills, and a rich array of character backgrounds. Due soon, I think. \$50.00

Aliens & Artifacts 128 page book with 14 alien races & over 80 variant-environment 'artifacts'. \$25.00

Cygnus Conspiracy On a world shrouded in smog, slaves kneel before the alter industrial madness; limbs toiling for hidden masters, but minds longing for a bloody release from these cruel bonds! \$6.00

Dark Space A detailed multi-genre campaign. Includes Softtech equipment - the science of biological engineering. See the Rolemaster section in replaying for more details. \$30.00

Disaster on Adanis III An asteroid collides with an ocean world's moon, the titanic impact obliterates the satellite, and sends massive shock waves rippling across the planet below. \$6.00

Space Master Combat Screen A 34"x11" screen and 16 pages of reference sheets. \$10.00

Space Master Companion I A 96 page sourcebook packed with variant rules, new professions & skills, plus campaign information and strategic-level mechanics. \$22.00

STAR WARS

WEST END

SCI-FI The game mechanics are comprehensive, yet not intimidating; extensive background detail is sincere to the films, play is quick and exciting! Good for beginners.

STAR WARS 144 page hardback with all the core rules and campaign background. \$45.00

Battle for the Golden Sun Sedri is an ocean world that hides in its depths a secret that may doom the Rebellion. Imperial marine troops have already begun a frantic search. \$22.00

Black Ice Rebel spies must attempt to steal a massive cargo ship - a vessel that is five times the size of an Imperial Star Destroyer! Includes deck plans. \$22.00

Crisis on Cloud City A floating metropolis becomes a deadly maze as hunter-killer Droids and Imperial agents commandeer the city and begin a brutal search for rebels. \$25.00

Death in the Undercity The Quarren Mining facilities are a vital resource to the Rebellion, but this sprawling industrial installation has become the target for Imperial sabotage teams. \$22.00

(The) Deathstar Technical Companion Details daily operations, personnel, defences, auxiliary vessels, power plant, etc. With deck plans & maps for hangars, surface trenches, etc. 96 pages. \$35.00

Domain of Evil Rebels are stranded on a desolate swamp world, pursued by bounty hunters, they must find an insane Jedi Knight from the Dark Nexus, or join the compost rotting in the undergrowth \$22.00

Galaxy Guide 1 A comprehensive collection of backgrounds, statistics and general information on the heroes and villains from the original Star Wars movie. 80 illustrated pages. \$27.00

Galaxy Guide 2 - Yavin & Bespin Details moons, inhabitants, adventure ideas, etc. \$27.00

Galaxy Guide 3 - The Empire Strikes Back Details the alien, Imperial and Rebel personalities that appeared in the second Star Wars film. Includes data on Hoth, Dagobah & Bespin. 80 pages. \$27.00

Galaxy Guide 4 - Aliens Details 42 critters - their habitat, culture, social tendencies, diet, etc. \$27.00

Galaxy Guide 5 - Return of the Jedi Jabba and his strange cohorts get the treatment. \$30.00

Galaxy Guide 6 - Tramp Freighters Details the roguish free traders (such as Han Solo) and their fast light freighters. Includes design & upgrades, plus trading, smuggling, Imperial evasion, etc. \$27.00

Galaxy Guide 7 - Craken's Rebel Field Guide Details the technology available to Rebel agents and soldiers - weapons, tools, computers, plus improvised equipment. Very well illustrated. \$27.00

Game Chambers of Quental The Alliance High Command has given up the search for Tires, an illustrious Alliance hero, but Rebel adventurers may yet discover his fate. \$25.00

Gamemaster Kit Features a revised 4-panel Game Master's screen, with game data on the Trax Sector & the Biscillurus system, plus Rebel cell creation, and an eight episode campaign. \$27.00

Graveyard of Alderaan Rumors persist that the shattered ruins of Alderaan conceal powerful Jedi artifacts and strange ghost ships, but the truth is far more terrifying. \$22.00

Heir to the Empire A 144 page hardback sourcebook that details major characters, the Imperial City & New Republic, Dark Jedi, new alien races, strange planets, extra spacecraft & equipment, and the state of the galaxy after the fall of the Empire. Due Aug./Sept. \$40.00

Imperial Sourcebook Details Imperial Intelligence, capital ships, ordnance, vehicles, Sector Group organisation, artillery, support weapons, special forces, recruitment & training. 144 page softcover. \$40.00

Isis Coordinates Imperial agents discover the coordinates to an Alliance factory world. A party of rebels must eliminate a Combat-Survey Team before it confirms the site. \$22.00

Jedi's Honor Solitaire adventure involving Luke Skywalker's search for a new Rebel base site, and his subsequent rescue of a powerful Jedi Knight's son. 80 pages. \$27.00

Mission to Lianna A weary Rebel unit, after completing a mundane mission, discover a top-secret Imperial operation intent on producing an effective cloaking device for their star ships. TBA

Otherspace Beyond realspace and the time-bending corridors of hyperspace resides a strange other-worldly dimension that conceals a great race of fierce aliens. \$22.00

Otherspace II: Invasion The planet Stronghold has ceased interstellar transmissions, and vessels fail to return from its ports. A Rebel unit is dispatched to uncover this mystery. \$25.00

Planet of the Mists Stranded on a swamp world unmarked on any star chart, the rebels must save a strange alien race from extinction, by disabling a secret Imperial plant guarded by mercenaries. \$22.00

Planets of the Galaxy Vol. 1 Details 10 new worlds - with data on climate, cultures, geography, sentient species, etc. Includes adventure hooks, a planet generation system, new equipment, etc. \$27.00

Rebel Alliance Sourcebook A detailed description of the personnel, vessels, equipment, strategy, intelligence, and history of the Rebel Alliance. 144 page softcover recommended for campaigns. \$40.00

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STORMBRINGER

CHAOSIUM

SCIENCE & SORCERY The brutal world of the Young King-doms, a realm where decadent empires crumble as bold new nations gain in power. Based on Moorcock's books.

STORMBRINGER 4th Ed. Although the mechanics can get bloody at times, this is an excellent dark-fantasy RPG that is gaining a well-deserved reputation. The mechanics are based on the excellent Runequest system, but with Demon-based magic (with an Elemental version available soon). \$40.00

Castle of Eyes The castle's ruling family, degenerate & embittered after a millennium of tragic conflict, face annihilation in a struggle for the throne. TBA

Melniboné Eric ascends to the throne of Melniboné, a nation in decline, but still able to wield immense power. Includes new magic, pacts with elemental lords, the great dragons, maps, plus adventures. TBA

Perils of the Young Kingdoms The power of Melniboné wanes, as that of Pan Tang grows. The armies of many nations are restless, & turmoil erupts with devastating results. With 6 adventures. \$35.00

Rogue Mistress Tricked by a cruel sorceress, the adventurers are thrown into a quest that encompasses seven strange worlds. Aided by a feisty buccaneer, and a few doom-laden NPCs, they begin to plot their vengeance. An excellent series of adventures that builds up quite a bit of momentum. \$30.00

Sea Kings of the Purple Towns An ideal base for jaded adventurers, the Purple Towns is a bustling trading centre. Includes an elemental magic system, ship and sailing rules, plus adventures. TBA

Sorcerers of Pan Tang An extensive sourcebook on Pan Tang, a nation infamous for its cruel slavery, insatiable bloodlust, and puissant magicks. Includes notes on history, society & character-generation, with regional maps, five adventures, plus a new Daemon magic system. 128 pages. \$35.00

TALES OF THE FLOATING VAGABOND

SCI-FI? A bizarre cross-genre cocktail of low-brow humour, TOON-like insanity, and utter mayhem! A quick-play, low complexity RPG for energetic, zany players. By Avalon Hill.



Chaos Priests of Hionhurn, Maluk, Balu, and Balan - STORMBRINGER

TALES OF THE FLOATING VAGABOND Synopsis - the dregs of the multiverse converge on a disreputable stellar-pub to consume vast quantities of strange beverages. Contains all the necessary rules & campaign background, plus an adventure. Features time travel, spells & dimensional travel. \$30.00

Adventure With No Name Satirisation of certain multi-genre role-playing adventures - due? \$30.00

Bar Wars Captain Carnage and Ms. Missile tackle a bunch of cybernetic sociopaths intent on destroying all the bars in the galaxy! The problem is once a brawl starts everyone joins in! \$30.00

Cosmic Paternity Suit Zeus wants his son Testosterone located and brought to trial to face a suit brought against him by an anonymous defendant from the Ninth Circle of Fire. TBA

Hypercad 54 Where Are You? New rules for Time Police characters, with 5 short adventures. TBA

In Cold Milk: The Cereal Killer Someone is out to kill Licenseworld's breakfast cereal spokes-characters, and they aren't about to stop until every last cartoon toucan, rabbit & leprechaun is dead! TBA

Shitsticks and Stones A supplement that introduces new shitsticks, skills, PC races, equipment, etc. TBA

The Reich Stuff In 1936 Einstein is kidnapped by Nazis and forced to work on their space program. Intrepid adventurers, steins in hand, must free him. \$30.00

Weirder Tales From the Floating Vagabond: A Space Opera The plot synopsis I've just read makes no sense at all, so I'll just continue typing away at my keyboard until I start to run out of space... \$30.00

Time Police At this point in time I still don't have a clue what it's all about - details later. \$30.00

TEENAGE MUTANT NINJA TURTLES PALLADIUM

SCI-FI OK kids - you've seen the TV series, read the comics, bought the toys, drank the TMNT cordial, eaten the TMNT frozen pizza, seen both films - now get the RPG!

TEENAGE MUTANT NINJA TURTLES 112 page softcover book containing all the necessary rules & background, plus mutations, organisations, bio-energy, psionics, animal powers, oriental weapons, modern firearms, and five adventures! \$30.00

Accessory Pack Includes two 'tri-fold' game shields packed with game charts and tables, a 24 page adventure and a quick mutant-animal villain generator. \$30.00

After the Bomb 48 page post-holocaust sourcebook with details on new characters, the Empire of Humanity, regional encounters, new weapons & equipment, plus six adventures. \$16.00

Mutants Down Under Aussie guidebook, covering Tassieland, Bananaland, Westralia, etc. Includes new skills, psionics & mutations, riding insects, airship rules, the Dreamtime Lands & 4 adventures. \$16.00

Mutants in Avalon Features 18 new mutant animals, plus rules for Druids and magic. With adventures and a guide to post-Holocaust Britain and its new kingdoms. \$22.00

Mutants in Orbit Combines After the Bomb & Rifts - detailing killer satellites, robots, mutant space animals, transdimensional alternate reality, and other big words that make you sound intelligent! \$25.00

Mutants of the Yucatan A South American sourcebook featuring new mutant characters, jungle skills, primitive tribes, Gene-Molded Cats and details on the regional Empire of Humanity. \$16.00

Ninjas & Superspies Complete RPG that is also a TMNT accessory. 176 pages with skill programs, insanity, 17 character classes, cybernetics, 41 martial arts styles with powers, modern weapons, etc. \$35.00

Road Hogs Four post-holocaust Mutant Mad Max-style road adventures. Includes new critters, vehicle rules, post-Holocaust economics, new equipment and background data. \$18.00

TMNT Adventures With five adventures, optional rules for characters and super-powered animals, plus seven death traps & seven challenges for seven Ninja Player Characters! 48 pages. \$16.00

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Truckin' Turtles Seven adventures, features a supervillain & the Fast-Food Burger Being! \$16.00

Turtles Go Hollywood Nine adventures that combine to form an epic Hollywood campaign. \$16.00

Turtle's Guide to the Universe New rules for the construction of air vehicles, with combat mechanics, extra skills, strange aliens, a star map, a comic strip, and four adventures. 48 pages. \$16.00

TORG

WEST END

SCIENCE & SORCERY Earth is invaded by hostile entities, each with a legion of minions and their host realities. A helish jigsaw of warped realms thus disfigure the world.

TORG Box set with a 144 page rulebook, a 48 page Adventure Book, an 80 page Workbook, and 150 action-drama cards to spice up combat. This is roleplay based on dramatic, exuberant film direction. \$35.00

Aylee Sourcebook Europe is warped by forces of magic and mythical creatures of good and evil, as elements of high fantasy take root in England and Scandinavia. \$40.00

(The) Cassandra Files Describes the Delphi Council, an organisation that rules America through subversion and deception (sounds like the CIA). Their files could unravel many mysteries. \$27.00

Central Valley Gate A 64 page adventure, I'll provide more details later folks. \$22.00

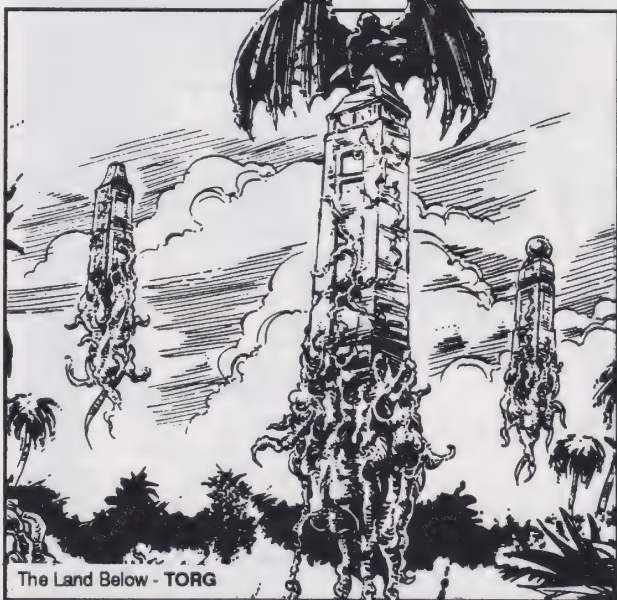
City of Demons In battle-torn Los Angeles Storm Knights and an unlikely ally must stop a Tharkoldu revolution, and hold at bay Nippon's greed for real estate. Sound confused? - I am! \$27.00

Creatures of Aylee An illustrated bestiary of 60 besties from the fantasy realm, deadly denizens and myths made flesh. 128 pages, including Black Unicorns, Detritmentals, Possibility Leeches, et al. \$27.00

Creatures of Orrorah A morbid menagerie of foul creatures from the horror realm. \$35.00

Crucible of Pain Storm Knights battle their way through mini-versions of the six major realms, trying to save a core-Earth girl from a sadistic scientist's experiments. \$27.00

Cyberpacy Sourcebook Details the realm in France that is ruled by a false Pope of cybernetics. Features data on the cruel Inquisition, the Cyberpriests, the GodNet, and the sinister Church Police. \$40.00



The Land Below - TORG

Cyient Scream and Other Tales Six separate and complete adventures, each set in a different realm - the Cyberpacy, Orrorah, Nippon, Living Land, Aylee and the Nile Empire. \$25.00

(The) Delphi Council Workbook Vol. 1 At the Near Now of Core Earth, Storm Knights and Delphi partisans must stop the High Lords from stripping the world of its precious possibilities. TBA

(The) Destiny Map First module in the Relics of Power trilogy. An artifact of great power must be retrieved from an archeological dig in the Living Land. \$25.00

Forever City An artifact must be stolen from its guardians and taken to a ruin in the Tibetan mountains. This adventure pits the players against cyberknights, gods, and a hideous agent from the 5th realm. \$25.00

Full Moon Draw and Other Adventure Six 10-page adventures set in various realms. \$27.00

Godnet Enter the Holy Inquisition's cyberspace Matrix - the Cyberpacy's telecommunications network. An extra dimensional realm of neon data where cyberdeck programs are the keys to power. \$30.00

High Lord of Earth Earth's Darkness Device has been discovered. Storm Knights must face ritual murderers, cultists, dark gods, and their desires as a new Lord tries to join the Possibility Raiders. \$27.00

Iniverse Update Reveals TORG history since the invasion. Features realm updates, new stasis maps, dispatches, rumors, 2 mini-adventures, plus new character templates. 128 pages. \$35.00

Kanawa Personal Weapons The Kanawa Corp's Arms Division makes sure Storm Knights outgun their enemies, no matter what! A 33 page catalogue of man-portable destruction. \$27.00

Kanawa Heavy Weapons Hachiman Arms Division catalogue - covering everything from Aylish steam cannons & 110-ton breech-lock naval guns, to brutal fuel-air bombs & galling lasers. \$27.00

Kanawa Land Vehicles Details on everything from cable & hovercraft, to tanks & trucks. \$22.00

(The) Land Below Trapped within the Earth's core there exists a pocket realm, a vast confusing labyrinth wherein prowls twisted creatures, and where resides the powerful Eternity Shard. \$35.00

(The) Living Land Describes the realm-Cosm of primitive reality - North America has become in part a tangled primeval jungle world, filled with dinosaurs. 128 pages. \$35.00

Los Angeles Citybook The City of Angles has become an unwilling host to Tharkold technodemons and Nippon Ninja. 128 pages, more details later. Due? \$35.00

Nile Empire Sourcebook The Pharaoh Dr. Mobius is the High Lord of pulp reality. The Middle East and Africa conceal his sinister plots, dark agents and ruthless villains. \$35.00

Nippon Tech Sourcebook The mysterious, secretive realm of Nippon is protected by its vast wealth, futuristic technology, plus an army of high-tech samurai & ninja. 128 pages. \$40.00

Operation: Hard Sell The realms of Nippon Tech and Baruk Kaah's primitive Living Land struggle for ultimate control of America's West Coast. \$25.00

Orrorah Sourcebook Details the Gaunt Man's cosm; an occult realm of nightmare where horrors beyond imagining slither through the haunted night, and fear is power! \$40.00

Pixaud's Practical Grimore A 96 page supplement that features 150 new spell descriptions, a revised magicks system, a comprehensive spell index, plus practical tips for both players & GMs. \$30.00

(The) Possibility Chalice From a temple on Core Earth, to a bleak fortress guarded by dark monstrosities in Aylee, our heroes must evade a High Lord's agents. \$24.00

Space Gods The South American cosm is realm to the Akashans and the highest tech level of all realities - but these space gods have also unleashed their own dire nemesis, the Comagah plague. Includes rules for bio-technology, psionics, reality mechanics plus new critters and PC templates. \$40.00

Storm Knights' Guide to the Possibility Wars Features an extended background generation system plus new spells, abilities, spells, miracles, equipment, eternity shards, etc. 96 pages. \$30.00

Temple of Rec Stalek In the Near Now realm edonios & undead stalk humans for sacrifices to appease the newly risen edonios god of death, who in turn must slay the High Lord Baruk Kaah. \$27.00

Tharkold Sourcebook The demonic Tharkoldu created in Los Angeles a techno-horror realm. With rules for technomagic, occulttech, nanovirus resurrection, ganglives, & new creatures. 144 pages. \$40.00

Queenswrath The Queen of Aylee seeks assistance from some heroic Storm Knights to help her in a difficult quest against the Cyberpacy and the evil Lord Uborion. \$25.00

When Axioms Collide The invader realms now turn on one another, and an Orrorah Nightmare seizes control of a portion of the Godnet with a diabolical plan to use it against the Cyberpacy. \$22.00

TWILIGHT 2000

GDW

SCI-FI A Mid East war ignites a nightmare conflagration in Europe. Massive armies collide, and each is bludgeoned to a standstill, amid this madness the final option begins.

TWILIGHT 2000 2nd Edition boxed set. Europe's nemesis exhales its poisonous breath over the continent. Society plummets to critical meltdown, and war is forsaken as the fight for personal survival takes precedence over exhausted politics. Contains the rulebook, 2 tactical maps & 10 mini-adventures. \$60.00

TWILIGHT 2000 2nd Edition rulebook. Characters can be any nationality and have non-military backgrounds. The whole global environment has become more chaotic and fragmented. 280 pages. \$45.00

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Bangkok 104 page campaign sourcebook for Thailand. Describes its geography, culture, politics, armies, criminal organisations and more. Includes adventures. \$25.00

Castle by the Sea A deep penetration rescue mission is undertaken to retrieve a cache of stolen weapons, and save a kidnapped Warlord's daughter from a gang of thugs holed up in an old fortress. \$12.00

(The) Gazetteer Merc 2000 supplement detailing world trouble spots, from international border disputes and coups, to urban terrorist activities. With backgrounds, scenarios, maps, etc. 64 pages. \$25.00

Heavy Weapons of the World Illustrated guide to towed and man-portable heavy support weapons - from mortars, tube artillery, rockets, air defense systems, special weapons, and more. \$25.00

Infantry Weapons of the World Covers 220 different weapons (from WW1 to WW3): pistols, rifles, SMGs, MGs & shotguns - each is fully rated for the game and illustrated. 104 pages. \$27.00

Merc: 2000 A complete, variant-history RPG where mercenaries are hired by the world's multi-powers to eliminate terrorists & sabotage industries. This can also be used as a supplement for Twilight 2000. 120 pages. Includes character generation, global politics, weapons, and more. \$30.00

NATO Vehicle Guide Extensive gaming information for over 60 weapons from France, Denmark, Austria, Netherlands, England, Germany, Turkey, etc. Includes military organisation after the war. \$25.00

Nautical & Aviation Handbook Record sheets for small boats, aircraft (utility, liaison, transport, ground attack, fighters & bombers) & helicopters (gunships, transports & tank-busters). 154 pages. \$27.00

Return to Warsaw The bickering communities of this shattered city must once again face the spectre of occupation as the Black Baron returns with a new bandit army. \$12.00

Soviet Combat Vehicle handbook A 104 page guide to Russia's vast military arsenal, this includes everything from MBTs, APCs, giant hovercraft, SP artillery, missile launchers, etc. \$25.00

Special Operations Handbook Merc: 2000 sourcebook on global covert-operations organisations and Special Forces with links to mercenary operatives, including the CIA, FBI, the English SAS, and many others. Features new skills & combat rules, extra weapons, generic NPCs, and twelve scenarios. \$27.00

Twilight Nightmares 10 exotic scenarios for Twilight 2000 & Merc 2000. Includes a battle with a crashed UFO's zombie occupants, a terrifying encounter with a squad of experimental combat droids, a quick dinner engagement with biotechnologically resurrected dinosaurs, and more! 104 pages. \$27.00

White Eagle Poland is being torn asunder by a megalomaniacal military dictator, greedy mercantile profiteers and the excesses of the People's Army. The fate of this nation hangs in the balance. \$12.00

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Warhammer Fantasy Roleplay 368 pg softcover with 4 PC races, 63 careers, 133 skills, 7 types of magic, 156 spells, 21 deities, 106 creatures, history & details of the campaign world, coinage & costs, travel, Fate Points, traps, disease, poison, insanity, alignment, critical hits, hand-to-hand combat, etc. \$50.00

Empire in Flames Internal strife tears at the Empire, civil war looms, and the threat of great bloodshed rises menacingly. A symbol of unity must be found to placate the masses - the legendary Hammer of Sigmar, the Empire's founder! But that artifact has been missing for 2,500 years! 144 page hardback \$50.00

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RAL20882	BANSHEE	\$12.95
RAL20883	WASP LAM	\$8.50
RAL20884	PHOENIX HAWK LAM	\$10.95
RAL20885	HERMES II	\$8.50
RAL20886	VULCAN	\$8.50
RAL20887	TREBUCHET	\$8.50
RAL20888	GRASSHOPPER	\$10.95
RAL20889	LONGBOW	\$10.95
RAL20890	HORNET	\$7.50
RAL20891	WOLF HOUND	\$8.50
RAL20892	SHOGUN	\$10.95
RAL20893	MARAUDER II	\$12.95
RAL20894	FIRE FLY	\$8.50
RAL20895	EXTERMINATOR	\$9.95
RAL20896	HIGHLANDER	\$11.95
RAL20897	ANNIHILATOR	\$11.95
RAL20898	IMP	\$12.95
RAL20899	KING CRAB	\$12.95

BattleTech Boxed Lances

RAL10801	RECON LANCE Phoenix Hawk, Stinger, 2 x Locust	\$29.95
RAL10802	LIGHT LANCE Wasp, Griffin, Phoenix Hawk, Stinger	\$29.95
RAL10803	MEDIUM LANCE Wolverine, Crusader, Shadow Hawk, Stinger	\$34.95
RAL10804	FIRE LANCE Phoenix Hawk, Rifleman, 2 x Archers	\$34.95
RAL10805	HEAVY LANCE Rifleman, Thunderbolt, Crusader, Griffin	\$34.95
RAL10806	ASSAULT LANCE BattleMaster, Marauder, 2 x Warhammer	\$44.95
RAL10807	REGIMENTAL COMMAND LANCE Zeus, Ostscout, Cyclops, Atlas	\$39.95
RAL10808	PURSUIT LANCE Jenner, Vulcan, 2 x Commando	\$29.95
RAL10840	CLAN LIGHT OMNI MECHS Dasher, Uller, Puma, Koshi	\$34.95
RAL10841	CLAN MEDIUM OMNI MECHS Fennis, Dragonfly, Black Hawk, Ryoken	\$39.95
RAL10842	CLAN HEAVY OMNI MECHS Loki, Vulture, Madcat, Thor	\$44.95
RAL10843	ASSAULT OMNI MECHS Dire Wolf, Executioner, Warhawk, Gargoyles	\$49.95

AEROTECH FIGHTERS

1/300th Scale metal kits with 1 model.

RAL20799	FLIGHT BASES (6)	\$8.95
RAL20701	SPARROWHAWK	\$7.95
RAL20702	CORSAIR	\$8.50
RAL20703	STUKA	\$10.95
RAL20704	CHEETAH F-10	\$6.95
RAL20705	STINGRAY F-90	\$8.95
RAL20706	CHIPPEWA CHP-W5	\$10.95
RAL20707	RIEVER F-100	\$10.95
RAL20710	SAMURAI AEROSPACE FIGHTER	\$9.00
RAL20711	SHOLAGAR	\$7.50
RAL20712	SHILONE	\$9.95
RAL20713	SLAYER	\$10.95
RAL20720	THRUSH	\$7.95
RAL20721	TRANSIT	\$7.95
RAL20722	TRANSgressor	\$9.95

MECHWARRIOR

Each blister contains 1 or 3 25mm metal figures.

RAL20900	STEINER MECHWARRIORS	\$9.00
RAL20901	STEINER GROUND TROOPS	\$8.50
RAL20903	STEINER SECURITY GUARD	\$2.95
RAL20920	KURITA MECHWARRIORS	\$8.50
RAL20921	KURITA GROUND TROOPS	\$8.50
RAL20922	KURITA SPECIAL FORCES	\$3.50
RAL20923	KURITA MECHTECH	\$3.50
RAL20940	LIAO MECHWARRIORS	\$9.00
RAL20941	LIAO TROOPERS	\$9.00
RAL20943	LIAO AEROSPACE PILOT	\$3.50
RAL20950	CLAN ELEMENTAL 25mm	\$7.95
RAL20960	MECHWARRIORS - MARIK	\$8.50

RAL20962	SECURITY GUARD - MARIK	\$3.50
RAL20963	DROPSHIP CREWMAN - MARIK	\$3.50
RAL20980	DAVION MECHWARRIORS	\$9.00
RAL20981	GROUND TROOPERS DAVION	\$9.00
RAL20982	AEROSPACE PILOT DAVION	\$3.50
RAL20983	JUMPSHIP CREWMAN - DAVION	\$3.50

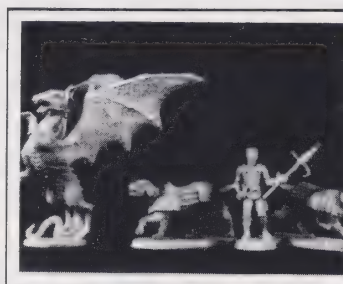
RAL10850	KURITA BATTLETROOPS	\$55.00
(Contains 28 x 25mm figures)		
RAL10851	STEINER BATTLETROOPS	\$59.95
(Contains 28 x 25mm figures)		

DUNGEONS & DRAGONS

AD&D Characters

Each with 1 male & 1 female 25mm metal figure.

RAL11001	FIGHTERS	\$7.50
RAL11002	CLERICS	\$7.50
RAL11003	MAGIC USERS	\$7.50
RAL11004	RANGERS	\$7.50
RAL11005	THIEVES	\$7.50
RAL11006	DWARF FIGHTERS	\$7.50
RAL11007	ELVEN MAGIC USERS	\$7.50
RAL11008	GNOME THIEVES	\$7.50
RAL11009	ADVENTURING MAGES	\$7.50
RAL11010	PALADINS	\$7.50
RAL11011	HALF ELF RANGERS	\$7.50
RAL11012	HALFLING FIGHTER THIEVES	\$7.50
RAL11013	BARDS MALE & FEMALE	TBA
RAL11014	KENDER ROGUES	TBA
RAL11015	SAVAGE WARRIORS	TBA
RAL11016	ROGUES MALE & FEMALE	TBA



RAL11425

RAL11429

AD&D Monsters

Each with 1 to 4 25mm metal figures.

RAL11401	AD&D BEHOLDER	\$8.95
RAL11402	AD&D COUATL	\$7.50
RAL11403	AD&D STONE GIANT	\$12.95
RAL11404	AD&D UMBER HULK	\$9.95
RAL11405	AD&D OGRE MAGE	\$9.95
RAL11406	MIND FLAYER	\$3.50
RAL11407	FIRE GIANT	\$12.95
RAL11408	TROLL	\$8.95
RAL11409	ORCS (4)	\$12.95
RAL11410	AD&D ETTIN	\$12.95
RAL11411	AD&D OWL BEAR	\$8.00
RAL11412	AD&D BUGBEARS (3)	\$12.95
RAL11413	AD&D DISPLACER BEAST	\$11.95
RAL11414	AD&D CHIMERA	\$15.95
RAL11415	AD&D GENIE	\$16.95
RAL11416	AD&D LESSER GOLEMS	\$8.95
RAL11417	AD&D GREATER GOLEMS	\$13.95
RAL11418	AD&D DROW ELVES (4)	\$12.95
RAL11419	FIRBOLG	\$11.95
RAL11420	GNOLLS (3)	\$12.95
RAL11421	KOBOLDS	\$12.95
RAL11422	CATOBLEPAS	\$12.95
RAL11423	PEGASUS	\$10.95
RAL11424	UNICORN	\$8.95
RAL11425	MINOTAURS/IMPERIAL LEAGUE	\$12.95
RAL11426	ELEMENTALS: FIRE & EARTH	\$13.95
RAL11427	ELEMENTALS: AIR & WATER	\$13.95
RAL11428	YOUNG DRAGON OF KRYNN	\$12.95
RAL11429	ARMORED WAR DOGS (3)	\$12.95
RAL11430	PHASE SPIDER	\$14.95
RAL11431	STORM GIANT	\$17.95
RAL11432	GOBLINS (5)	\$14.95
RAL11433	GARGOYLES (2)	\$12.95
RAL11434	GHOULS AND GHAST (3)	\$9.95
RAL11435	RUST MONSTER	\$9.95
RAL11436	FROST GIANT	\$13.95
RAL11437	HARPIES (3)	\$12.95
RAL11438	WIGHT	\$3.50
RAL11439	BASILISK	\$11.95
RAL11440	CLOUD GIANT	\$17.95
RAL11441	AD&D HIPPOGRIFF	\$10.95
RAL11442	AD&D GIANT TOAD	\$7.50
RAL11443	SAHUAGIN (4)	\$11.95
RAL11444	TROGLODYTES (3)	\$11.95
RAL11445	AD&D GRIFFON	\$10.95
RAL11446	AD&D HOBGOBLINS (3)	\$11.95



RAL20751

RAL20770

RAL11447	AD&D FIRE MINION	\$6.95
RAL11448	AD&D GNOMES (5)	\$11.95
RAL11449	AD&D WYVERN	\$17.95
RAL11450	AD&D BEASTMEN (4)	\$12.95
RAL11451	SATYR	\$3.50
RAL11452	GIANT SCORPION	\$9.95
RAL11453	CYCLOPS KIN (3)	\$12.95
RAL11454	EFREET AND JAN	\$14.95
RAL11455	GORGON	\$9.95
RAL11456	MIMICS (3)	\$12.95

Dark Sun

Each with () 25mm metal figures.		
RAL11700	GLADIATORS (3) DARK SUN	\$9.95
RAL11701	THRI-KREEN (3) DARK SUN	\$13.95
RAL11702	CRODLU RIDERS (2) DARK SUN	\$15.95
RAL11703	ELVES (3) DARK SUN	\$9.95

AD&D Boxed Sets

Each with () 25mm metal figures.		
RAL10500	RED DRAGON OF KYRNN + rider	\$39.95
RAL10501	DRACONIANS (10)	\$34.95
RAL10502	DRAGONLANCE HEROES (10)	\$29.95
RAL10503	HUMA'S SILVER DRAGON	\$39.95
RAL10504	VILLAINS OF KYRNN BOXED (9)	\$34.95
RAL10509	DUNGEON CHARACTERS (10)	\$34.95
RAL10510	D&D BASIC HEROES SET (10)	\$29.95
RAL10511	RAVENLOFT DENIZENS (10)	\$29.95
RAL10540	DARK SUN PEOPLE (20)	\$69.95
RAL10541	DARK SUN LIGHT CHARIOT	\$34.95
RAL10550	HEROES - FORGOTTEN REALMS	\$29.95

Battlesystem Brigades

Boxed sets with 25mm figures.		
RAL10560	HORDE BATTLESYSTEM	\$69.95
Leader, 6 hvy cavalry, 12 light cavalry		
RAL10561	BILDDUMS MARAUDERS	\$59.95
Large hill giant & 12 ogres		
RAL10562	GREY BLOSSOM REGIMENT	\$59.95
Mounted hero, sohei, 24 bushi		
RAL10563	SKULL SMASHERS REAVERS	\$59.95
Gnoll hero, shaman, 15 gnoll warriors		
RAL10564	IRON LORDS ORC-FOES	\$59.95
Hero, cleric, 6 halberdiers, 6 X-bows, 12 elite axemen		
RAL10565	LORD HARCOURTS KNIGHTS	\$59.95
Lord, cleric, 6 mounted knights, 12 longbowmen		

FANTASY PERSONALITIES

Blister packs with 1 - 4 25mm metal figures.

RAL01001	EVIL WIZARD W/FINGER	\$3.50
RAL01003	BAL ROG	\$9.95
RAL01004	CLERIC W/COBRA STAFF	\$3.50
RAL01007	WINGED SERPENT	\$7.50
RAL01010	HILL TROLL	\$7.50
RAL01017	PEGASUS	\$10.95
RAL01019	ANGEL OF DEATH	\$8.50
RAL01027	RANGERS, MOUNTED & FOOT	\$10.95
RAL01030	WRAITH W/SICKLE	\$3.50
RAL01035	DRAGON LANCER	\$10.95
RAL01037	MONK	\$3.50
RAL01038	WINGED PANTHER	\$9.95
RAL01045	EARTH DAEMON (ELEMENTAL)	\$10.95
RAL01047	ARMORED CENTAUR	\$8.50
RAL01051	GRIFFIN	\$8.95
RAL01060	DUNGEON LADY	\$3.50
RAL01067	ARMORED GIANT	\$9.95
RAL01069	DJINN	\$9.95
RAL01071	UNICORN	\$8.95
RAL01072	COLD DRAKE	\$17.95
RAL01089	WITCH KING W/CHARGER	\$10.95
RAL01090	STORM GIANT	\$10.95
RAL01091	ELF HERO	\$10.95
RAL01093	ANTI-PALADIN MTD AND FOOT	\$10.95
RAL01095	JABBERWOCK	\$10.95
RAL01096	HIPPOGRIFF	\$9.95
RAL01105	3 HEADED TROLL	\$9.95
RAL01106	HALF ELVES	\$11.95
RAL01109	CLOUD GIANT	\$17.95
RAL01112	PALADIN (MOUNTED/ARMORED)	\$10.95
RAL01114	THIEVES	\$12.95
RAL01124	WARRIORS OF CHAOS	\$12.95
RAL01125	CHAMPION OF CHAOS	\$10.95
RAL01126	LORDS OF CHAOS	\$11.95
RAL01128	BRIGAND TREASURE CARAVAN	\$17.95
RAL01129	CELESTIAL DRAGON	\$19.95
RAL01131	LAWFUL BRO OF EAGLEBOAN	\$7.95
RAL01132	CHAOTIC ONES	\$7.50
RAL01133	GUARDIANS OF DOOM	\$7.50
RAL01134	LAWFUL FIGHTING COMP	\$7.50
RAL01135	LAWFUL SWORDMASTERS	\$7.50
RAL01136	CHAOTIC KNIGHTS OF DOOM	\$7.50
RAL01137	CHAOTIC KNIGHTS OF SKULL	\$7.50
RAL01138	BLACK DRAGON	\$19.95
RAL01139	BLUE DRAGON	\$19.95
RAL01140	UNDEAD DRAGON	\$19.95
RAL01141	BLACK PRINCES ORC GUARDS	\$7.50
RAL01143	MALKOTIAN SPEARMEN	\$7.50
RAL01145	BLACK FALMYRIAN CHAMPION	\$3.50
RAL01146	FOREST DRAGON	\$19.95
RAL01147	BOARAK DEATH RIDER	\$8.95
RAL01148	PERFIDON CHAOS KNIGHT	\$8.95
RAL01149	ESCHEATER THE COLLECTOR	\$8.50

RAL01150	SOLECISMIC, CHAOS SERVANT	\$8.50
RAL01151	SEA DRAGON	\$19.95
RAL01152	AMAZON TEMPLE GUARDS	\$7.50
RAL01154	AMAZON SLAVE CHARIOT	\$17.95
RAL01155	GIANT GRIFFON	\$13.95
RAL01156	BLACK PRINCES BLACK NIGHT	\$7.50
RAL01159	ELITE ARMORED DWARVES	\$7.95
RAL01160	ORC WAR CHIEFTAINS	\$7.00
RAL01161	CHAOS DEMON CREATURES	\$8.50
RAL01250	MEDIUM HEX BASES (6)	\$7.50
RAL01251	SMALL HEX BASES (9)	\$7.50
RAL01313	TROLL GIANT	\$10.95
RAL01314	BRASS DRAGON	\$19.95
RAL01401	WHITE WIZARD	\$10.95
RAL01402	CARN, WARRIOR/MAGE	\$11.95
RAL01403	CYMBORIC, HIGH ELF W/LORD	\$11.95
RAL01404	LEONARA, WARRIOR CHAMPION	\$11.95
RAL01405	CZARCHON, WITCH KING	\$10.95
RAL01406	GORE, EVIL SUPERHERO	\$11.95
RAL01407	BRILL LE ANTE	\$11.95
RAL01408	BLACK PRINCE	\$11.95
RAL01601	DWARF CHAMPION W/SWORD	\$3.50
RAL01602	ORC KING	\$3.50
RAL01603	NECROMANCER (1)	\$3.50
RAL01604	CHAOS DEATHMASTER	\$4.95
RAL01605	GNOME MASTER THIEF	\$3.50

3-STAGE CHARACTERS

Each with 3 25mm metal figures, representing low, mid, and high character class.

RAL01315	FIGHTER (3)	\$9.95
RAL01316	RANGER (3)	\$9.95
RAL01317	MAGIC USER (3)	\$9.95
RAL01318	HOBBIT THIEF (3)	\$9.95
RAL01319	ELF THIEF (3)	\$9.95
RAL01320	PALADIN (3)	\$9.95
RAL01321	HUMAN ASSASSIN (3)	\$9.95
RAL01322	BARBARIAN (3)	\$9.95
RAL01323	DWARF FIGHTER (3)	\$9.95
RAL01324	ELF FIGHTER (3)	\$9.95
RAL01325	DRUID (3)	\$9.95
RAL01326	CLERIC (3)	\$9.95
RAL01328	ANTI-PALADIN (3)	\$9.95
RAL01329	ELF FIGHTER/MAGE (3)	\$10.95
RAL01330	FIGHTER W/AXE (3)	\$9.95
RAL01331	ILLUSIONISTS (3)	\$9.95

RAL01332	FEMALE FIGHTERS (3)	\$9.95
RAL01333	WIZARD MAGE (3)	\$9.95
RAL01334	GNOME ILLUSIONIST (3)	\$9.95
RAL01335	ANTI-HERO (3)	\$9.95
RAL01336	NINJA (3)	\$9.95
RAL01337	FEMALE MAGIC USER (3)	\$9.95
RAL01338	EVIL SHAMAN (3)	\$9.95
RAL01339	DROW ELF (3)	\$9.95

FANTASY ARMY PACKS

Blister packs with 4 - 6 foot, or 2 - 3 cavalry 25mm metal figures.

RAL02002	WOOD ELF W/BOW & SWORD	\$13.95
RAL02003	WOOD ELF FIRING BOW	\$13.95
RAL02004	WOOD ELF W/PIKE	\$13.95
RAL02006	SEA ELF W/PIKE	\$13.95
RAL02007	SEA ELF ADVANCING	\$13.95
RAL02009	HIGH ELF W/AXE	\$13.95
RAL02014	HIGH ELF FIRING BOW (6)	\$13.95
RAL02016	HIGH ELF CAVALRY W/SWORD	\$13.95
RAL02017	STAR BROWS SELECT	\$13.95
RAL02018	STAR BROWS COMMAND	\$13.95
RAL02023	DEEP ELF W/HALBERD	\$11.95
RAL02025	DEEP ELF CAVALRY W/LANCE	\$12.95
RAL02029	MOUNTED HALFLINGS (4)	\$13.95
RAL02031	DWARVEN AXEMEN (6)	\$12.95
RAL02032	ELITE DWARF AXEMEN (6)	\$13.95
RAL02033	DWARVES WITH 2 HD AXES (6)	\$12.95
RAL02036	DWARF W/HAMMER (6)	\$12.95
RAL02037	DWARVEN SWORDSMEN (6)	\$12.95
RAL02038	DWARF W/CROSSBOW (6)	\$12.95
RAL02039	DWARVEN COMMAND (4)	\$12.95
RAL02040	SKELETON COMMAND	\$13.95
RAL02041	MOUNTED SKELETON KNIGHT	\$13.95
RAL02042	SKELETAL KNIGHT	\$12.95
RAL02043	SKELETAL ARCHERS	\$13.95
RAL02044	SKELETAL MELEE TROOPS	\$13.95
RAL02045	DEALERS OF DEVASTATION	\$13.95
RAL02046	DEALERS COMMAND	\$12.95
RAL02050	MIXED IMP SKIRMISHERS	\$12.95
RAL02055	RATLING SKIRMISHERS (6)	\$12.95
RAL02056	RATLING ASSAULT TROOPS (6)	\$12.95
RAL02057	RATLING COMMAND (6)	\$12.95
RAL02058	FANGS OF FURY	\$12.95
RAL02059	FANGS OF FURY COMMAND	\$12.95
RAL02062	LESSER ORC ARCHERS	\$12.95
RAL02065	LESSER ORC MELEE TROOPS	\$13.95



RAL10540 Dark Sun Boxed Set

RAL02070	MIXED ORC SPEARMEN	\$13.95
RAL02072	MIXED ORC SWORDMEN	\$13.95
RAL02073	KORGS KILLERS (6 ORCS)	\$13.95
RAL02077	ORC ARCHERS	\$13.95
RAL02078	WAR MACHINE	\$49.95
RAL02079	ORC COMMAND GROUP	\$12.95
RAL02093	WOLF RIDERS MIXED	\$13.95
RAL02094	WOLF RIDERS & WOLF	\$12.95
RAL02095	CENTAUR SKIRMISHERS	\$12.95
RAL02097	STEEL WIND CENTAURS	\$13.95
RAL02098	ARMORED CENTAURS	\$13.95
RAL02103	CHAOTIC WARRIORS (6)	\$12.95
RAL02104	WARRIORS OF CHAOS(6)	\$12.95
RAL02105	CHAOS WARRIOR BOWMAN (6)	\$12.95
RAL02107	CHAOS PIKEMEN (6)	\$12.95
RAL02110	LRD GOODWINS COMMAND (4)	TBA
RAL02111	KNIGHTS OF JUSTICE (3)	TBA
RAL02112	LANCERS OF JUSTICE (3)	TBA
RAL02113	JUSTICE LEGION ARCHERS (6)	TBA
RAL02114	JUSTICE FOOT SOLDIERS 6	TBA
RAL02130	DAE-SHIRU COMMAND	\$26.95
RAL02131	DAE-SHIRU SKIRMISHERS	\$12.95
RAL02132	DAE-SHIRU REGULARS	\$12.95
RAL99015	ATLIEDIAN RANGERS (11)	\$24.95

FANTASY CHARACTERS

Each blister contains 1 25mm figure.

RAL02210	HIGH ELF SWORD	\$3.50
RAL02211	HIGH ELF ADVANCING	\$3.50
RAL02214	HIGH ELF FIRING BOW (1)	\$3.50
RAL02227	HALFINGS W/BOWS & SLINGS	\$3.50
RAL02228	HALFINGS W/AXES & SWORDS	\$3.50
RAL02301	FIGHTER IN PLATEMAIL	\$3.50
RAL02302	PALADIN W/GREATSWORD	\$3.50
RAL02303	RANGER IN MAIL W/BOW	\$3.50
RAL02304	CHAOS WARRIOR WITH SWORD	\$3.50
RAL02305	CHARGING FIGHTER	\$3.50
RAL02307	HEROIC KNIGHT	\$3.50
RAL02308	FIGHTER WITH LONGBOW	\$3.50
RAL02309	ANTI-HERO W/AXE	\$3.50
RAL02310	FEMALE FIGHTER	\$3.50
RAL02311	CAVALIER KNIGHT	\$3.50
RAL02312	WARRIOR LORD	\$3.50
RAL02331	MASTER THIEF	\$3.50
RAL02332	BRIGAND THIEF	\$3.50
RAL02333	ACROBATIC THIEF	\$3.50
RAL02334	CLOAKED ASSASSIN	\$3.50
RAL02335	NINJA ASSASSIN	\$3.50
RAL02351	WIZARD W/STAFF	\$3.50
RAL02352	ADVENTURER WIZARD	\$3.50
RAL02353	ILLUSIONIST CONJURING	\$3.50
RAL02354	EVIL WIZARD W/SKULL STAFF	\$3.50
RAL02355	WIZARD W/RUNESWORD	\$3.50
RAL02356	FEMALE MAGIC USER	\$3.50
RAL02372	ARMORED CLERIC	\$3.50
RAL02373	DRUID	\$3.50
RAL02375	INQUISITOR W/SWORD	\$3.50
RAL02376	FEMALE CLERIC	\$3.50
RAL12001	ALL AMERICAN FIGHTERS	\$3.50
There are 12 different figures in this code		
RAL12011	ALL AMERICAN NEW ORCS	\$3.50
There are 12 different figures in this code		
RAL12020	WIZARD ALL AMERICAN	\$3.50
There are 12 different figures in this code		
RAL12030	UNDEAD ALL AMERICAN	\$3.50
There are 12 different figures in this code		
RAL12040	ALL AMERICAN DWARVES	\$3.50
There are 12 different figures in this code		
RAL12050	ALL AMERICAN ELVES	\$3.50
There are 12 different figures in this code		

FANTASY MONSTERS

Blister with 1 or () 25mm scale metal figures.

RAL02401	GREAT FIRE DRAGON	\$19.95
RAL02402	SKELETONS (2)	\$7.50
RAL02403	WERETIGER	\$3.50
RAL02404	GARGOYLE	\$5.00
RAL02405	DEMON	\$5.50
RAL02406	ARMORED MINOTAUR W/SPEAR	\$5.50
RAL02407	HELL HOUNDS (3)	\$9.95
RAL02408	LION CENTAURS (2)	\$9.95
RAL02412	RATLINGS (4)	\$12.95
RAL02415	TROLLS (3)	\$12.95
RAL02416	ARMORED OGRES (2)	\$11.95
RAL02417	TREE SHEPHERD	\$19.95

FANTASY BAD GUYS

Each with 1 - 4 25mm scale metal figures.

RAL02901	HYDRA SMALL	\$10.95
RAL02902	FEMALE GIANT	\$10.95
RAL02903	ARMORED CENTAURS	\$10.95
RAL02908	MANTICORE	\$9.95
RAL02909	UNICORN	\$6.50
RAL02910	LIONS (MALE & FEMALE)	\$7.50
RAL02911	ATTACK DOGS	\$7.00
RAL02912	GIANT RATS	\$7.50
RAL02922	GNOMES	\$10.95
RAL02927	FEMALE WARRIORS	\$9.95
RAL02928	WYVERN	\$12.95
RAL02931	FIGHTING PALADIN	\$3.50
RAL02932	ANTI-HERO W/2-HANGED AXE	\$3.50
RAL02933	HALF ELF CHAMPION	\$3.50
RAL02934	BARBARIAN GIANT	\$12.95
RAL02936	ARMORED MINOTAUR	\$9.00
RAL02937	FIGHTING PEGASUS	\$9.95
RAL02938	SKELETON WARRIORS	\$11.95
RAL02939	GNOLL & HENCHBEASTS	\$9.95
RAL02940	SKELETAL GIANT	\$12.95
RAL02941	CHAOS WAR DRAGON & RIDER	\$19.95
RAL02942	BARBARIANS (3)	\$9.95
RAL02943	ARMORED OGRE	\$8.95
RAL02944	DRAGONMEN	\$10.95
RAL02945	SABRETOOTH	\$4.95
RAL02948	ARCHERS (3)	\$9.95
RAL02949	GREY WIZARD	\$3.50
RAL02950	UNDEAD NINJA	\$3.50
RAL02951	KI-RIN	\$6.50
RAL02952	SKELETAL BEASTMEN (4)	\$12.95
RAL02953	WARCAT W/GNOLL RIDER	\$8.50
RAL02954	WINGED DEMON LORD	\$12.95
RAL02955	EVIL DRAGON	\$19.95
RAL02956	GIANT MINOTAUR/BEASTMAN	\$13.95
RAL02957	HOBGOBLINS (4)	\$13.95
RAL02958	FAMILIARS (MULTIPLE)	\$3.50
RAL02959	FEMALE ADVENTURERS (3)	\$9.95
RAL02960	HOBGOBLIN BOAR & RIDERS	\$13.95
RAL02961	GOATMEN	\$13.95
RAL02962	COCKATRICE	\$3.50
RAL02963	FEMALE MAGIC USERS	\$9.95
RAL02964	HIPPOGRIF	\$9.95
RAL02965	MOUNTED SPECTRE	\$8.95
RAL02966	HALF ELF ADVENTURER	\$11.95
RAL02967	BALROG	\$11.95
RAL02968	CENTAURS MALE & FEMALE	\$10.95
RAL02969	FEMALE PALADIN & UNICORN	\$10.95

FANTASY BOXED SETS

Boxed sets with 1 or () 25mm scale figures.

RAL01068	DRAGON BOXED	\$19.95
RAL01083	WAR DRAGON BOXED	\$22.50
RAL01084	EVIL LORD BOXED	\$22.50
RAL01086	WINGED BEAST	\$12.95
RAL01094	GOLDEN DRAGON	\$34.95
RAL02020	ELF CHARIOT with 2 crew	\$29.95
RAL10200	NINJA (6)	\$18.00
RAL10210	GUARDIAN DRAGON	\$24.95
RAL10211	SILVER DRAGON	\$24.95
RAL10212	ROGON, BALROG DRAGON	\$24.95
RAL10308	HIGH CHIVALRY (9)	\$26.95
RAL10309	SKELETAL LEGIONS (9)	\$26.95
RAL10410	BEAR CHARIOT OF ICELANDS	\$34.95
RAL10412	RAL, LORD OF THE BALROGS	\$34.95
RAL10414	WARLORDS (10)	\$26.95
RAL10416	DUELING DRAGONS (2 dragons)	\$44.95
RAL10418	GRIFFIN CHARIOT	\$44.95

COLLECTORS MASTERPIECES

High quality boxed sets with 25mm scale figures.

RAL10419	ARMORED DRAGON	\$34.95
Mega armored dragon with lance wielding rider.		
RAL10420	CLUTCH OF FEAR	\$44.95
Dragon about to eat 2 thieves stealing her eggs.		
RAL10450	ANTAGONISTS BOXED SET	\$59.95
Evil warlord on a fearsome black dragon verses a good sorceress on a pegasus		
RAL10451	BRIDGE OF SORROWS	\$69.95
A brilliant set with a with a centaur & mage on a bridge, trying to rescue a princess from a dragon's clutches.		
RAL10460	BLACK DRAGON OF FIRE/N'ICE	\$34.95
RAL10461	FEARLESS FROST DRAGON	\$34.95
RAL10462	RIDING THE WIND TO VALHALLA	\$49.95
Dwarves with galling crossbows are mounted on a big dragon, as well as more in a basket hanging beneath the dragon.		

WEIRD FANTASY

Blister with 1 or () 25mm metal figures.

RAL23601	KINDLY OLD WIZARD	\$3.50
RAL23602	AERIAL SERVANT	\$3.50
RAL23603	COMPLETE ADVENTURER	\$3.50
RAL23605	DWARF W/INFERIORITY COMPLEX	\$3.50
RAL23606	GRATEFUL UNDEAD (4)	\$11.95
RAL23607	SAMURAI NIGHT FEVER	\$3.50
RAL23611	DWARF WITH NO NAME	\$3.50
RAL23614	ZOID, THE BARBARIAN PINHEAD	\$4.95
RAL23615	RUMBLUNDER, COMPLETE WARRIOR	\$3.50
RAL23616	KING OF THE BARDS	\$3.50
RAL23619	REYNARD THE ROGUE	\$3.50
RAL23620	GROAN OF SPARE KATANA	\$3.50
RAL23621	DWARF WITH RUNE-SPANNER	\$3.50

RAL PARTHA IMPORTS

Blister with 1 or () 25mm metal figures.

RAL31001	LORD OF DARKNESS	\$4.95
RAL31003	GHOST	\$3.50
RAL31005	MINOTAUR	\$4.95
RAL31006	WEREWOLF	\$3.50
RAL31007	ZOMBIE	\$3.50
RAL31008	MEDUSA	\$3.50
RAL31009	MUMMY	\$3.50
RAL31010	MIND SLAYER	\$3.50
RAL31011	BRUISE BROTHERS (2)	\$9.95
RAL31015	SLAYAI, EVIL HIGH SORCERESS	\$3.50
RAL31016	DRUID & BEAR (2)	\$7.50
RAL31018	SCREAMING OGRE	\$7.50
RAL31019	HORNED CYCLOPS	\$7.50
RAL31020	WERERAT	\$3.50
RAL31022	WRAITH W/FLAMING SWORD	\$3.50
RAL31023	LIZARD MEN (3)	\$9.95
RAL31025	LESSER ANIMALS (7)	\$14.95
RAL31026	WYVERN	\$12.95
RAL31027	UNICORN	\$5.95
RAL31028	ARMORED CLOUD GIANT	\$14.95
RAL31029	ARMORED OGRES OF DOOM 2	\$13.95
RAL31030	HUNTRESS & HUNTER DRAGON	\$11.95
RAL32004	SOOTHSAYER	\$3.50
RAL32005	WHITE KNIGHT	\$3.50
RAL32011	SINBAD	\$3.50
RAL32014	WARRIOR MONKS	\$9.95
RAL32016	GLADIATORS	\$7.50
RAL32017	BATTLE QUEEN & WARWOLF	\$6.95
RAL32018	TWO MASTER THIEVES	\$9.00
RAL36101	SHOGUN SKELETON LORD	\$3.50
RAL36102	GRIM REAPER	\$3.50
RAL36104	SKELETON RIDER ON HORSE	\$7.50

BUSHIDO RANGE

Blister with 1 - 3 25mm metal figures.

RAL53775	MOUNTED SAMURAI	\$12.95
RAL53901	SAMURAI & RONIN (3)	\$9.95
RAL53902	SAMURAI BUSHI (3)	\$9.95
RAL53903	NINJA (3)	\$9.95
RAL53904	BUOKA & YAKUZA (3)	\$9.95



RAL10461 Fearless Frost Dragon

RAL53905	FEMALE ADVENTURERS (3)	\$9.95
RAL53906	MAGICIANS (3)	\$9.95
RAL53907	TENGU (3)	\$9.95
RAL53909	KAPPA (3)	\$9.95
RAL53911	DAI-BAKEMONO (1)	\$9.95
RAL53912	DAI-ONI (1)	\$10.95
RAL53913	ARMORED NINJA (3)	\$9.95
RAL53914	NINJA W/GIMMICK WEAPONS (3)	\$9.95
RAL53915	ARMORED SAMURAI (3)	\$9.95
RAL53916	SAMURAI ADVENTURERS (3)	\$9.95
RAL53917	TATSU DRAGON	\$16.50
RAL53918	MUKADE CENTIPEDE	\$11.95

FANTASY ADVENTURERS

Blisters with 1 25mm metal figure.

RAL61004	SNEAK THIEF WITH DAGGER	\$3.50
RAL61006	BARD W/SWORD & LUTE	\$3.50
RAL61007	MONK W/STAFF	\$3.50
RAL61008	RANGER W/SWORD & BOW	\$3.50
RAL61009	BARBARIAN W/2H SWORD	\$3.50
RAL61010	PALADIN W/SWORD	\$3.50
RAL61011	ILLUSIONIST W/STAFF	\$3.50
RAL61012	NINJA ASSASSIN W/SWORD	\$3.50
RAL61014	ELVEN HERO W/SWORD	\$3.50
RAL61016	FEMALE WIZARD WITH STAFF	\$3.50
RAL61017	FEMALE THIEF W/DAGGER	\$3.50
RAL61018	FEMALE CLERIC W/MACE	\$3.50
RAL61019	FEMALE FIGHTER SHIELD	\$3.50
RAL61020	HOURI W/DAGGER	\$3.50
RAL61021	EVIL WIZARD WITH STAFF	\$3.50
RAL61022	EVIL CLERIC	\$3.50
RAL61023	EVIL PRINCESS	\$3.50
RAL61026	FIGHTER W/CHAINMAIL	\$3.50
RAL61027	AMAZON W/SWORD	\$3.50
RAL61029	DWARF CHAMPION W/AXE	\$3.50
RAL61030	FEMALE RANGER	\$3.50
RAL61031	PALADIN W/FULL CHAINMAIL	\$3.50
RAL61034	GNOME WARRIOR THIEF	\$3.50
RAL61038	NINJA PERSONALITY W/SWORD	\$3.50
RAL61042	FEMALE PALADIN IN PLATE	\$3.50
RAL61043	BARBARIAN HEROINE W/SWORD	\$3.50
RAL61046	MAILED WARRIOR	\$3.50
RAL61047	SORCERESS-DUNGEON ATTIRE	\$3.50
RAL61048	SWASHBUCKLER THIEF	\$3.50
RAL61050	THIEF IN AMBUSH	\$3.50
RAL61051	FEMALE DUELLIST W/2 SWORDS	\$3.50
RAL61052	DUELLIST W/2 SWORDS	\$3.50
RAL61053	TORQUEMADA, CONQUEROR	\$3.50
RAL61054	ZORA, GYPSY SORCERER	\$3.50
RAL61056	BAL, LORD HIGH EXECUTIONER	\$3.50
RAL61057	BELINDA, KNIGHT OF LIGHT	\$3.50
RAL61058	DARLENE, WARRIORESS	\$3.50
RAL61059	MELORIAN, ADVENTURESS	\$3.50
RAL61065	CHAOTIC BARBARIAN ATTILA	\$3.50
RAL61066	HERCULES	\$3.50
RAL61067	HEROIC WIZARD	\$3.50
RAL61068	QUEEN OF EVIL	\$3.50
RAL61069	JUNGLE LORD	\$3.50
RAL61070	GALLINIR ELF KNIGHT	\$3.50
RAL61071	OBESS THE ROTUND	\$3.50
RAL61072	DWARF STORMTROOPER	\$3.50
RAL61073	ROEG BARBARIAN PRINCE	\$3.50
RAL61074	ELLANA, DRAGONMISTRESS	\$3.50
RAL61075	HOGAR ARMORED HALFLING	\$3.50
RAL61076	KIERAN MALE PITFIGHTER	\$3.50
RAL61077	KATARO FEMALE PITFIGHTER	\$3.50
RAL61078	SARLON DARK ELF WARRIOR	\$3.50
RAL61079	DENATALE YOUNG WIZ	\$3.50
RAL61080	SIR MICHAEL - BOLD CAVALIER	\$3.50
RAL61081	CHI-LI YOUNG ENCHANTRESS	\$3.50
RAL61082	DORNA WARRIOR QUEEN	\$3.50
RAL61083	DARK ELF PRINCESS	\$3.50
RAL61084	NOEGU PITFIGHTER CHAMPION	\$3.50
RAL61085	THORBAN DWARF CHAMPION	\$3.50
RAL61086	LANAH, BARBARIAN PRINCESS	\$3.50
RAL61087	CONNIVING CLERIC	\$3.50
RAL61088	FREA SHIELD MAIDEN	\$3.50
RAL61089	YOUNG PALADIN SIR GARTH	\$3.50
RAL61090	ELF ADVENTURESS VIVANIA	\$3.50
RAL61091	SAVAGE CHIEFTAIN MBONGA	\$3.50

SHADOWRUN

Blisters with () 25mm metal figures.

RAL20500	SHADOW RUNNERS (4)	\$12.95
RAL20501	DECKERS (3)	\$9.95
RAL20502	HUMAN STREET SAMURAI (3)	\$9.95
RAL20503	MAGI (3)	\$9.95
RAL20504	DEMI-HUMAN SAMURAI (3)	\$9.95
RAL20505	ELVES (4)	\$12.95
RAL20506	CORPORATE CONTACTS (3)	\$9.95
RAL20507	GO-GANGERS (4 GUYS & 2 BIKES)	\$16.95
RAL20508	RIGGERS AND ROCKERS (4)	\$12.95
RAL20509	HUMAN STREET GANG (3)	\$9.95
RAL20510	CORPORATE SECURITY GUARDS (5)	\$14.95
RAL20511	LONE STAR STREET COPS (5)	\$14.95
RAL20512	WENDIGO AND SASQUATCH (2)	\$12.95
RAL20513	GHOULS (4)	\$12.95
RAL20514	CORPORATE GUARD ANIMALS (3)	\$12.95
RAL20515	VAMPIRES MALE & FEMALE (2)	\$7.50

GRENADEIER

GENERAL FANTASY

Blisters with 1 - 3 25mm metal figures.

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GRE02	MOUNTED & STANDING DWARVES	\$8.95
GRE03	MOUNTED & STANDING FIGHTERS	\$8.95
GRE04	GNOME FIGHTERS	\$8.95
GRE05	ORC BEER WAGON	\$8.95
GRE06	GIANT CORSAIR	\$8.95
GRE07	DARK ELVES	\$8.95
GRE08	FEMALE MOUNTED FIGHTER	\$8.95
GRE10	KING & PRINCE	\$8.95
GRE11	UNDEAD GIANT CYCLOPS	\$8.95
GRE12	IDOL WITH GEMS	\$8.95
GRE13	QUEEN, PRINCESS, & JESTER	\$8.95
GRE14	SKELETON MTD & STANDING	\$8.95
GRE15	BATTLE CYCLOPS	\$8.95
GRE16	PLAINS ELVES	\$8.95
GRE17	WERERAT SKELETONS	\$8.95
GRE18	GRIFFON	\$8.95
GRE19	KNIGHT COMMAND GROUP	\$8.95
GRE20	ORC COMMAND GROUP	\$8.95
GRE21	DWARF COMMAND GROUP	\$8.95
GRE22	GOBLIN COMMAND GROUP	\$8.95
GRE23	AMAZON COMMAND GROUP	\$8.95
GRE24	WAR OGRE COMMAND GROUP	\$8.95
GRE25	LORD OF DEATH	\$8.95
GRE26	SKELETON SHIELD WARRIORS	\$8.95
GRE27	SKELETON COMMAND GROUP	\$8.95
GRE28	LIZARDMEN	\$8.95
GRE29	MEN-AT-ARMS	\$8.95
GRE30	GIANT OGRE CHAMPION	\$8.95
GRE31	GRUNCH WARRIORS	\$8.95
GRE32	UNDERWORLD BOATMAN	\$8.95
GRE33	SKELETON SHIELD WARRIORS	\$8.95
GRE34	UNICORN	\$8.95
GRE35	SNOW GIANT	\$8.95
GRE36	DRAGON MEN	\$8.95
GRE37	WRAITH LEADERS	\$8.95
GRE38	SKELETON WINGED LANCER	\$8.95
GRE39	DEMON	\$8.95
GRE40	MAGIC USERS	\$8.95
GRE41	BUGBEARS	\$8.95
GRE42	GOBLIN WARRIORS	\$8.95
GRE43	SKELETON BERSERKERS	\$8.95
GRE44	SKELETON LIGHT INFANTRY	\$8.95
GRE45	KNIGHTS	\$8.95
GRE46	DWARF CHAMPIONS	\$8.95
GRE47	WINGED WARRIORS	\$8.95
GRE48	RAFT WITH CREW	\$8.95
GRE49	BANDITS/BRIGANDS	\$8.95
GRE50	PIRATES	\$8.95
GRE51	SPHINX	\$8.95

GRE52	YETI	\$8.95
GRE53	MOUNTED KOBOLDS	\$8.95
GRE54	MOUNTED KOBOLDS #2	\$8.95
GRE55	CHAOS OGRE	\$8.95
GRE56	GIANT MINOTAUR	\$8.95
GRE57	BAT PEOPLE	\$8.95
GRE58	CYCLOPS DRAGON	\$8.95
GRE59	DEATH WIZARDS	\$8.95
GRE60	MUTATED TROLL	\$8.95
GRE61	THOG MUMMY LORD	\$8.95
GRE62	BATTLE TROLL	\$8.95
GRE63	CLOUD GIANT	\$8.95
GRE64	FEMALE CENTAURS	\$8.95
GRE65	MANTICORE	\$8.95
GRE66	CREATURE OF THE CRYPT	\$8.95
GRE67	DEMON MAGE (HUGE)	\$8.95
GRE68	CHAOS WARRIORS (2)	\$8.95
GRE69	HUGE TROLL (WITH SHADES)	\$8.95
GRE70	UNDEAD DWARVES (3)	\$8.95
GRE71	HUGE FROST GIANT	\$8.95
GRE72	HOBGOBLINS (3)	\$8.95
GRE73	CHAOS DWARVES (3)	\$8.95
GRE74	ORC CHEFTAIN & GIANT BODYGRD	\$8.95
GRE75	ZOMBIE HEROES (3)	\$8.95
GRE76	DARK TOWER GUARDS	\$8.95
GRE78	DJINNI	\$8.95
GRE301	DJINNI/EFIRITI	\$8.95
GRE302	DRAGON TURTLE	\$8.95
GRE303	ELEMENTALS # 1	\$8.95
GRE304	ELEMENTALS # 2	\$8.95
GRE305	WERE CREATURES	\$8.95
GRE306	MUMMYS	\$8.95

FANTASY PERSONALITIES

Blisters with 1 - 3 25mm metal figures.

GRE701	RANGERS/FORESTERS	\$8.95
GRE702	WERERATS	\$8.95
GRE703	FEMALE ELF WARRIOR	\$8.95
GRE704	MTD DEATHLORD & WARHOUND	\$8.95
GRE705	DEATH LORDS	\$8.95
GRE706	TROLLS	\$8.95
GRE707	ELVES	\$8.95
GRE708	HIGH ELVES MTD & FOOT	\$8.95
GRE709	MTD KNIGHT W/YEOMAN	\$8.95
GRE710	PALADINS	\$8.95
GRE711	GOBLIN WOLF RIDER	\$8.95
GRE712	GIANT WERERAT	\$8.95
GRE713	FIRE GIANT	\$8.95
GRE714	WOOD ELVES	\$8.95
GRE715	DUNGEONEERS	\$8.95
GRE716	PEGASUS & RIDERS	\$8.95



GRE718	FEMALE ADVENTURERS	\$8.95
GRE719	SKELETONS	\$8.95
GRE720	SKELETAL HORSEMAN	\$8.95
GRE721	ROGUES	\$8.95
GRE722	CHAOS BEAST HANDLER	\$8.95
GRE723	HIGH ELVES	\$8.95
GRE724	CENTAURS	\$8.95

FANTASY CHARACTERS

Excellent range of single 25mm metal figures.

GRE801	PALADIN	\$3.25
GRE802	ANTI PALADIN	\$3.25
GRE803	EVIL MAGE	\$3.25
GRE804	HALF ELF FIGHTER MAGE	\$3.25
GRE805	RANGER WITH BOW	\$3.25
GRE806	SWORDSWOMAN	\$3.25
GRE807	ARMORED BARBARIAN	\$3.25
GRE808	DWARF FIGHTER	\$3.25
GRE809	FIGHTING BARD	\$3.25
GRE810	THIEF W/SWORD	\$3.25
GRE811	WHITE MAGE	\$3.25
GRE812	FEMALE CLERIC	\$3.25
GRE813	FEMALE ASSASSIN	\$3.25
GRE814	CHAOTIC HERO	\$3.25
GRE815	NORTHMAN REAVER	\$3.25
GRE816	ELF FIGHTER	\$3.25
GRE817	ROBED CLERIC	\$3.25
GRE818	BUCCANEER	\$3.25
GRE819	CAVALIER	\$3.25
GRE820	HENCHMEN	\$3.25
GRE821	KNIGHT W/GREAT SWORD	\$3.25
GRE822	EVIL DWARF	\$3.25
GRE823	HALFLING SCOUT	\$3.25
GRE824	LADY MAGE	\$3.25
GRE825	ELF MAGE	\$3.25
GRE826	FIGHTER W/CROSS BOW	\$3.25
GRE827	FIGHTER W/AXE	\$3.25
GRE828	WEAPONMASTER	\$3.25
GRE829	ASSASSIN	\$3.25
GRE830	HUNTRESS	\$3.25
GRE831	FEMALE FIGHTER	\$3.25
GRE832	ORC CHAMPION	\$3.25
GRE833	GNOME	\$3.25
GRE834	CHAOS CLERIC	\$3.25
GRE835	KNIGHT W/LION SHIELD	\$3.25
GRE836	FIGHTER MAGE	\$3.25
GRE837	RANGER IN PLATE ARMOR	\$3.25
GRE838	ADVENTURING THIEF	\$3.25
GRE839	ILLUSIONIST	\$3.25
GRE840	ROYAL KNIGHT	\$3.25
GRE841	EVIL WARRIOR	\$3.25
GRE842	PRINCESS	\$3.25
GRE843	FEMALE THIEF	\$3.25
GRE844	DARK ELF	\$3.25
GRE845	HALF ELF FIGHTER THIEF	\$3.25
GRE846	ARMORED CLERIC	\$3.25
GRE847	DEATH LORD	\$3.25
GRE848	CHAOS WARRIOR	\$3.25
GRE849	PALADIN WITH MAGIC SWORD	\$3.25
GRE850	BARBARIAN FIGHTER	\$3.25
GRE851	EVIL CLERIC	\$3.25
GRE852	CONJUROR	\$3.25
GRE853	HALFLING THIEF	\$3.25
GRE854	ELF SORCERESS	\$3.25
GRE855	FEMALE BARBARIAN	\$3.25
GRE856	HERO	\$3.25
GRE857	ANTI HERO	\$3.25
GRE858	ELVEN WARRIOR	\$3.25
GRE859	CHAOTIC WIZARD	\$3.25
GRE860	DWARF HERO	\$3.25
GRE861	ADVENTURING WIZARD	\$3.25
GRE862	ROGUE THIEF	\$3.25
GRE863	DRUID	\$3.25
GRE864	FIGHTER IN PLATE MAIL	\$3.25
GRE865	ELVEN ARCHER	\$3.25
GRE866	FEMALE HALFLING	\$3.25
GRE867	FEMALE SAMURAI	\$3.25
GRE868	ELVEN THIEF	\$3.25
GRE869	CHAOTIC THIEF	\$3.25
GRE870	CHAMPION W/SWORD & SHIELD	\$3.25
GRE871	MERCENARY	\$3.25
GRE872	HALF ORC	\$3.25
GRE873	OGRE CHAMPION	\$3.25
GRE874	MINOTAUR CHAMPION	\$3.25
GRE875	KNOLL CHAMPION	\$3.25
GRE876	DRAGON MAN	\$3.25
GRE877	DEVA	\$3.25
GRE878	LICHE	\$3.25
GRE879	WERERAT COMMANDER	\$3.25
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GRE881	SUCCUBUS	\$3.25
GRE882	MONSTER SLAYER	\$3.25
GRE883	MERCHANT THIEF	\$3.25
GRE884	FEMALE ROGUE	\$3.25
GRE885	FEMALE ELF RANGER	\$3.25
GRE886	DARK ELF SORCERER	\$3.25
GRE887	BERSERKER	\$3.25
GRE888	QUESTING RANGER	\$3.25
GRE889	THIEF WITH SLING	\$3.25
GRE890	YOUNG MAGE	\$3.25
GRE891	ADVENTURE CLERIC	\$3.25
GRE892	BARBARIAN ARCHER	\$3.25
GRE893	CHAMPION WITH TWO H/SWORD	\$3.25
GRE894	GREY WIZARD	\$3.25

GRE895	WHITE WITCH	\$3.25
GRE896	BLACK SORCERESS	\$3.25
GRE897	DEVIL	\$3.25
GRE898	LIZARDMAN	\$3.25
GRE899	CAT FOLK WARRIOR	\$3.25
GRE900	FIGHTING PALADIN	\$3.25
GRE901	CHAOS SWORDSMAN	\$3.25
GRE902	DWARF ADVENTURER	\$3.25
GRE903	WIZARD ADVENTURER	\$3.25
GRE904	FEMALE SNEAKTHIEF	\$3.25
GRE905	FEMALE PALADIN	\$3.25
GRE906	RANGER WITH TWO SWORDS	\$3.25
GRE907	FIGHTER WITH SWORD & SHIELD	\$3.25
GRE908	MYSTERIOUS STRANGER	\$3.25
GRE909	CLERIC CASTING SPELL	\$3.25
GRE910	BLACK KNIGHT	\$3.25
GRE911	WHITE KNIGHT	\$3.25
GRE912	HALF ELF WARRIOR MAGE	\$3.25
GRE913	VILLAIN	\$3.25
GRE914	FEMALE ARCHER	\$3.25
GRE915	ENCHANTRESS	\$3.25
GRE916	RANGER BOWMAN	\$3.25
GRE917	HALFLING ADVENTURER	\$3.25
GRE918	DUNGEON RAIDER	\$3.25
GRE919	BERSERKER IN WOLFSKIN	\$3.25
GRE920	DARK PALADIN	\$3.50
GRE921	DESERT RAIDER	\$3.50
GRE922	HIGH ELF FIGHTER	\$3.50
GRE923	MASTER WIZARD	\$3.50
GRE924	FEMALE RANGER	\$3.50
GRE925	FEMALE BARD	\$3.50
GRE926	FIGHTING CLERIC	\$3.50
GRE927	ELVEN RANGER	\$3.50
GRE928	DARK WIZARD	\$3.50
GRE929	ARMORED WARRIOR	\$3.50
GRE930	ROYAL PALADIN	\$3.50
GRE931	EVIL ARCHER	\$3.50
GRE932	DWARF WITH CROSSBOW	\$3.50
GRE933	ROGUE ADVENTURER	\$3.50
GRE934	FEMALE WOOD ELF	\$3.50

FANTASY WARRIORS I

Blister packs with 1 - 3 25mm metal figures.

GRE901	WIZARD & COMPANIONS	\$8.95
GRE902	CLERIC & COMPANIONS	\$8.95
GRE903	RANGER & COMPANIONS	\$8.95
GRE904	THIEF & COMPANIONS	\$8.95
GRE905	BARBARIAN & COMPANIONS	\$8.95
GRE906	FIGHTER & COMPANIONS	\$8.95
GRE907	OGRE ARMORED	\$8.95
GRE908	OGRE BERSERKER	\$8.95
GRE909	OGRE MERCENARY	\$8.95
GRE910	ORC WOLF RIDER CHAMPION	\$8.95
GRE911	ORC WOLF RIDER ARCHER	\$8.95
GRE912	ORC WOLF RIDER	\$8.95
GRE913	DWARVEN URSINE CAV W/SPEAR	\$8.95
GRE914	DWARVEN URSINE CAV W/AXE	\$8.95
GRE915	DWARVEN LEADER	\$8.95
GRE916	UNDEAD WARRIORS W/2HCW	\$8.95
GRE917	UNDEAD WARRIORS W/SWRDS	\$8.95
GRE918	UNDEAD WARRIORS	\$8.95
GRE919	GOBLIN ARCHERS	\$8.95
GRE920	GOBLIN WARRIORS	\$8.95
GRE921	GOBLIN CHAMPIONS	\$8.95
GRE922	BARBARIAN WARRIORS	\$8.95
GRE923	BARBARIAN BERSERKERS	\$8.95
GRE924	BARBARIAN ARCHERS	\$8.95
GRE925	L GOBLIN RABBLE	\$8.95
GRE926	GREAT GOBLIN	\$8.95
GRE927	GREAT GOBLIN CHIEF	\$8.95
GRE928	GOBLIN BATTLE STD	\$8.95
GRE929	DWARF URSINE LEADER	\$8.95
GRE930	DWARF URSINE CHAMPION	\$8.95
GRE931	DWARVES WITH SPEARS	\$8.95
GRE932	DWARVES W/2 HND WEAPONS	\$8.95
GRE933	DWARVES WITH AXES	\$8.95
GRE934	DWARVES WITH CROSSBOWS	\$8.95
GRE935	DWARVEN SCOUTS	\$8.95
GRE936	DWARVEN CHAMPIONS/HEROES	\$8.95
GRE937	DWARVEN GIANT XBOW & CREW	\$8.95
GRE938	TROLL W/ CUTTING WEAPONS	\$8.95
GRE939	TROLL WITH SMASHING WEAPON	\$8.95

GRE940	TROLL WITH STONE CLUB	\$8.95
GRE941	WAR TROLL CHAMPION	\$8.95
GRE942	ORCS W/TWO HND WEAPONS	\$8.95
GRE943	ORCS WITH HAND WEAPONS	\$8.95
GRE944	ORCS WITH POLE ARMS	\$8.95
GRE945	ORCS WITH SCIMITARS	\$8.95
GRE946	ORCS WITH SPEARS & SHIELDS	\$8.95
GRE947	ORCS BOLT THROWER	\$8.95
GRE948	ORCS WITH BOWS	\$8.95
GRE949	ORCS CHAMPIONS	\$8.95
GRE950	ORCS LEADERS	\$8.95

Boxed Sets

Superb boxed sets with () 25mm metal figures.

GRE9002	ORC BATTLE SET (10)	\$25.95
GRE9003	DWARF BATTLESET (12)	\$25.95
GRE9004	ORC WOLF RIDER (4)	\$25.95
GRE9005	ORC GENERALS WAR CHARIOT	\$25.95
GRE9006	HOBGOBLINS (8)	\$25.95
GRE9007	DWARF CANNON (gun & 4 crew)	\$25.95
GRE9008	GOBLIN WAR BAND (10)	\$25.95

FANTASY WARRIORS II

Excellent range of blister packs with 1 - 5 25mm metal figures.

GRE1401	WOOD ELVES - BOWS (5)	\$12.95
GRE1402	WOOD ELVES - SPEARS (5)	\$12.95
GRE1403	WOOD ELVES - SWORDS (5)	\$12.95
GRE1404	MEDIEVAL LONGBOWMEN (5)	\$12.95
GRE1405	MEDIEVAL - POLE ARMS (5)	\$12.95
GRE1406	FOOT KNIGHTS (5)	\$12.95
GRE1407	WOOD ELF CHAMPIONS (5)	\$12.95
GRE1408	FIGHTING MEN COMMAND (5)	\$12.95
GRE1409	MOUNTED KNIGHTS (2)	\$12.95
GRE1411	BARBARIANS W/HAND WPNS	\$12.95
GRE1412	MOUNTED PALADINS (2)	\$12.95
GRE1413	WOOD ELF EAGLE RIDER (1)	\$12.95
GRE1414	FIGHTING MEN CHAMPIONS (5)	\$12.95
GRE1415	MEDIEVAL HANDGUNNERS (5)	\$12.95
GRE1416	BARBARIAN COMMAND (4)	\$12.95
GRE1417	WOOD ELF HERO EAGLE RIDER	\$12.95
GRE1418	MEDIEVAL FOOT PALADINS (5)	\$12.95
GRE1419	CITY GUARDS - PIKE & HALBRD	\$12.95
GRE1420	WOOD ELF CAVALRY (2)	\$12.95
GRE1421	MEDIEVAL HALBERDIERS (5)	\$12.95
GRE1422	ELVEN LORDS (5)	\$12.95
GRE1423	BARBARIAN WARRIORS (5)	\$12.95
GRE1424	MEDIEVAL X-BOWMEN (5)	\$12.95
GRE1425	WOOD ELF CAVALRY COMMAND	\$12.95
GRE1426	BARBARIAN ARCHERS (5)	\$12.95
GRE1427	HIGH ELVES - SPEARS (5)	\$12.95
GRE1428	HIGH ELVES - LONG BOWS (5)	\$12.95
GRE1429	BARBARIAN GIANT (1)	\$12.95
GRE1430	HIGH ELVES - 2 HD WPNS (5)	\$12.95
GRE1431	BARBARIAN HEROES (5)	\$12.95
GRE1432	HALF ORCS - HD WPNS (5)	\$12.95
GRE1433	WIZARDS & PRIESTS (5)	\$12.95
GRE1434	BARBARIAN BERSERKERS (5)	\$12.95
GRE1435	EVIL FOOT KNIGHTS (5)	\$12.95
GRE51001	UNDEAD W/HAND WEAPONS (5)	\$12.95
GRE51002	UNDEAD W/2 HDD WEAPONS (5)	\$12.95
GRE51003	UNDEAD ARCHERS (5)	\$12.95
GRE51004	UNDEAD CAVALRY (2)	\$12.95
GRE51005	UNDEAD COMMAND (4)	\$12.95
GRE51006	UNDEAD BOLT THROWERS (2)	\$12.95
GRE51007	NECROMANCERS (5)	\$12.95
GRE51008	WRAITHS ON HORSES (2)	\$12.95
GRE51009	SPECTORS, MTD & FOOT (3)	\$12.95
GRE51010	LICHES, MTD & FOOT (3)	\$12.95
GRE51011	AMAZONS - SWORDS & SHIELDS	\$12.95
GRE51012	AMAZONS - 2 HND WEAPONS	\$12.95
GRE51013	AMAZON ARCHERS (5)	\$12.95
GRE51014	AMAZON GUARD (5)	\$12.95
GRE51015	UNDEAD GIANT (1)	\$12.95
GRE51016	UNDEAD TROLL (1)	\$12.95
GRE51017	UNDEAD WARRIORS (5)	\$12.95
GRE51018	UNDEAD CAVALRY COMMAND	\$12.95
GRE51019	AMAZON COMMAND (4)	\$12.95
GRE51020	GIANTESS (1)	\$12.95
GRE51021	AMAZON CAT RIDERS (2)	\$12.95
GRE51022	AMAZON CAT ARCHERS (2)	\$12.95
GRE51023	GOBLIN GIANT SPIDER RIDERS	\$12.95
GRE51024	HOBGOBLIN INFANTRY (3)	\$12.95
GRE51025	HOBGOBLIN COMMAND (3)	\$12.95



GRE51001 Undead Cavalry

GRE51026	HOBGOBLIN HEROES (3)	\$12.95
GRE51027	HORSE RAIDER WARRIORS (2)	\$12.95
GRE51028	HORSE RAIDER ARCHERS (2)	\$12.95
GRE51029	HORSE RAIDER COMMAND (2)	\$12.95
GRE51030	HORSE RAIDER HEROES (2)	\$12.95
GRE51031	GOBLIN SPIDER RIDER WIZARD	\$12.95
GRE51032	GOBLIN SPIDER RIDER HERO	\$12.95
GRE51033	GOBLIN SPIDER RIDER LEADER	\$12.95
GRE51034	GOBLIN SPIDER RIDER GUNNER	\$12.95
GRE51035	UNDEAD FLYER (1)	\$12.95

Boxed Sets

Boxed sets with listed contents. 25mm scale.

GRE5301	UNDEAD CHARIOT 3 crew	\$26.95
GRE5302	AMAZON ATTACK CHARIOTS	\$29.95
Two chariots pulled by big cats.		
GRE5401	JUGGERNAUT	\$39.95
Huge monster with goblin rider.		
GRE3511	GOBLIN WAR GIANT	\$59.95
Mega big giant with hordes of goblin riders and platforms with bolt throwers		
GRE5000	FANTASY WARRIORS GAME	\$69.95
Contains 102 plastic figures, 51 orcs & 51 dwarves		
GRE5901	ORCS (36 plastic figures)	TBA
GRE5902	DWARVES (36 plastic figures)	TBA

Fantasy Warriors

Individuals

Blister with 1 25mm metal figure.

GRE5601	WITCH	\$3.50
GRE5602	AMAZON WARCHIEF	\$3.50
GRE5603	AMAZON BATTLELEADER	\$3.50
GRE5604	ENCHANTRESS	\$3.50
GRE5605	VALKYRIE	\$3.50
GRE5606	WRAITH	\$3.50
GRE5607	UNDEAD CHAMPION	\$3.50
GRE5608	UNDEAD STANDARD BEARRER	\$3.50

MASTERPIECE BOXED SET

Excellent skeletal monsters series. 25mm scale.

GRE5501	UNDEAD WAR MAMMOTH	\$26.95
GRE5502	UNDEAD DEATH DRAGON	\$26.95
GRE5503	UNDEAD WAR CHARIOT	\$26.95
GRE5504	DEATH GIANT - MASTERPIECE	\$26.95
GRE5505	UNDEAD IMPERIAL MAMMOTH	\$26.95
GRE5506	UNDEAD WAR RHINO	\$26.95

GENERAL BOXED SETS

Boxed sets with 7 - 10 25mm metal figures.

GRE6001	FANTASY LORDS	\$26.95
GRE6002	SKELETON UNDEAD RAIDERS	\$26.95
GRE6003	ELVES OF SILVAN BRTHRHOD	\$26.95
GRE6005	KNIGHTS, FGHTRS, MEN@ARMS	\$26.95
GRE6007	DUNGEON RAIDERS	\$26.95
GRE6008	FANTASY KNIGHTS	\$26.95
GRE6010	KING ARTHUR	\$26.95
GRE1601	FOOT KNIGHTS (9)	\$24.95
GRE1602	ORCS (9)	\$24.95
GRE1603	DWARVES (9)	\$24.95
GRE1604	GOBLINS (9)	\$24.95
GRE1605	AMAZONS (9)	\$24.95
GRE1606	WAR OGRES (7)	\$24.95
GRE1607	OGRES OF THE EAST (7)	\$24.95
GRE1608	CHAOS DWARVES (9)	\$24.95
GRE2528	GIANT GRIFFIN	\$59.95
GRE2530	WAR MAMMOTH	\$59.95
GRE2531	THUNDER LIZARD & LZRD KING	\$59.95
GRE2532	ROC - MEGA GIANT FALCON	\$59.95
GRE2533	WAR RHINO	\$54.95
GRE4902	NINJA ASSASSINS	\$29.95

DRAGONS

Dragon Lords

Boxed sets with one 25mm scale metal dragon.

GRE9601	BLACK DRAGON II	\$25.95
GRE9602	RED DRAGON II	\$25.95
GRE9603	WHITE DRAGON II	\$25.95
GRE9604	BRASS DRAGON II	\$25.95
GRE9605	GREEN DRAGON II	\$25.95
GRE9606	SILVER DRAGON II	\$25.95
GRE9607	BLUE DRAGON II	\$25.95
GRE9608	COPPER DRAGON II	\$25.95
GRE9609	BRONZE DRAGON II	\$25.95
GRE9610	GOLD DRAGON II	\$25.95
GRE9611	PLATINUM DRAGON II	\$25.95
GRE9612	SPECTRAL DRAGON II	\$25.95

Julie Guthrie

Boxed sets with one 25mm scale metal dragon.

GRE9901	GREEN DRAGON W/VICTIM	\$25.95
GRE9902	RED DRAGON	\$25.95
GRE9903	DRAGON ON TREASURE HORDE	\$25.95
GRE9904	SKELETAL DRAGON	\$25.95

GRE9905	CHAOS WAR DRAGON	\$25.95
GRE9906	GOLDEN WAR DRAGON	\$25.95
GRE9907	BLACK DRAGON	\$25.95
GRE9908	WHITE ICE DRAGONS (2)	\$25.95
GRE9909	BLUE DRAGON	\$25.95
GRE9910	FIRE DRAGON	\$25.95
GRE9911	HYDRA DRAGON	\$25.95

Special Dragons

Boxed sets with one 25mm scale metal dragon.

GRE2524	GUARDIAN DRAGON	\$26.95
GRE2525	ULTIMATE DRAGON	\$59.95
GRE2526	ORIENTAL DRAGON	\$59.95
GRE2527	INVINCIBLE DRAGON	\$59.95
GRE2529	SHADOW DRAGON	\$59.95
GRE2534	HUGE BLACK DRAGON	\$54.95

CYBERPUNK

GRE3005	CYBERPUNK (9 x 25mm figures)	\$26.95
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COLOSSAL SERIES

Boxed sets with 90mm metal figures.

GRE3301	MALE FROST GIANT	\$59.95
GRE3302	FEMALE FROST GIANT	\$59.95
GRE3303	GRIM REAPER	\$44.95
GRE3306	YVETTE, ENCHANTRESS	\$44.95
GRE3308	DRACONA - DRAGON EMPRESS	\$44.95
GRE3309	JOSEPHUS THE ROGUE	\$44.95
GRE3310	RAY-ANNE THE ROGUE	\$44.95

FANTASY FORGE

FANTASY RESIN SCENERY

For use with 25mm Fantasy Figures

FANBG01	PAVISES	\$10.95
FANBG02	WHEELED MANTLET	\$11.95
FANBG03	STONE WALL DEFENCES (3 FT)	\$34.95
FANBG04	SPIKED PALLISADES (2 FT LNG)	\$29.95
FANBG05	ARCHERS STAKES	\$15.95
FANBG06	SPIKED PITTS	\$15.95
FANDA01	DAIS, SQUARE, CIRCULAR, HEXAGONAL	\$11.95
FANDA02	SKULL FOUNTAINS (2)	\$14.95
FANDA03	COFFINS (6)	\$11.95
FANDA04	URNS (6)	\$11.95
FANDB01	STONE FLOORS (6)	\$14.95
FANDB02	WOODEN FLOORS (6)	\$14.95
FANDB03	STONE STAIRS (6)	\$14.95
FANDB04	RAISED STONE WALKWAYS	\$14.95
FANDG01	SINGLE DOORS (6)	\$10.95
FANDG02	DOUBLE DOORS (5)	\$10.95
FANDG03	SKULL GATE AND ALTAR	\$10.95
FANDG04	CYCLOPEAN PORTAL Due August	\$24.95
FANDG05	CYCLOPEAN GATEWAY Due August	\$14.95
FANFA01	GRAVES (6)	\$11.95
FANFA02	HUGE MUSHROOMS (4)	\$11.95
FANFA03	ADVENTURERS CAMPSITE (4)	\$11.95
FANFT01	DEVIL HEADED THRONE	\$14.95
FANIT01	BEDS (5)	\$11.95
FANIT02	BARRELS (6)	\$11.95
FANIT03	CRATES (6)	\$11.95
FANIT04	TAVERN BAR Due August	\$14.95
FANIT05	TAVERN ACCESSORIES Due August	\$14.95
FANIT06	TAVERN FURNITURE	\$19.95
FANPC01	STONE PILLAR (3)	\$11.95
FANPC02	MARBLE PILLAR (3)	\$11.95
FANPC03	SOLOMONIC PILLAR (3)	\$11.95
FANPC04	CLASSICAL PILLAR (3)	\$11.95
FANPC05	SKULL PILLAR (3)	\$11.95
FANSC01	CAVERN FLOORS (6)	\$14.95
FANSC02	CAVERN RIVERS (6)	\$14.95
FANSC03	CAVERN STALAGMITES (3)	\$11.95
FANSC04	CAVE ENTRANCE AND ROCK POOL	\$11.95
FANSC05	BRIDGE AND STEPPING STONES	\$11.95
FANSC06	RAM SKULL ENTRANCE	\$11.95

KRYOMEK MINIATURES

Kryomek Aliens

Aliens stand from 25mm to 50mm tall.

FANK01	ALIEN HELIONS (5)	\$14.95
FANK02	WARRIORS - LIGHT WPNS (2)	\$14.95
FANK03	WARRIORS - HEAVY WPNS (2)	\$14.95
FANK04	WARRIORS - SWORDS (2)	\$14.95
FANK05	WARRIORS - MOLECULAR BLD (2)	\$14.95
FANK06	WARRIORS - BLADES (2)	\$14.95
FANK07	WARMMASTER PROTON CLEAVER (1)	\$14.95
FANK08	WARRIORS - SPORE LAUNCHR (2)	\$14.95
FANK09	WARMMASTER/CORRODER LANCE (1)	\$14.95
FANK10	ALIEN HELIONS (3) Due August	\$10.95
FANK11	ALIEN HELIONS (3) Due August	\$10.95
FANK12	ALIEN HELIONS (3) Due August	\$10.95
FANK13	ALIEN HELIONS (3) Due August	\$10.95
FANK14	ALIEN HELIONS (3) Due August	\$10.95
FANK15	ALIEN HELIONS (3) Due August	\$10.95

Kryomek Vehicles

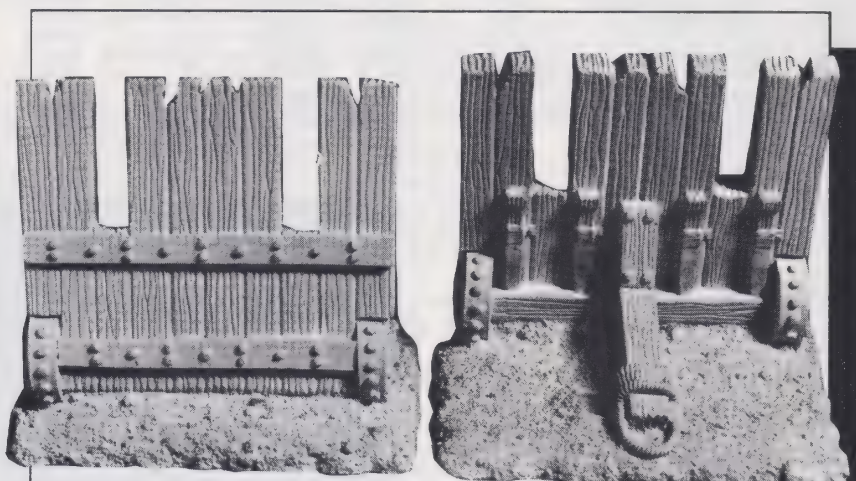
(These 80mm long AFVs are not covered in any rules.)

FANKV01	GRAV TANK	\$15.00
FANKV02	TRACKED TANK	\$15.00
FANKV03	GRAV HEAVY SPORE LAUNCHR	\$15.00
FANKV04	TRCK HEAVY SPORE LAUNCHR	\$15.00
FANKV05	GRAV-BIOPOD CANNON	\$15.00
FANKV06	BIOPOD CANNON	\$15.00
FANKV07	GRAV HELION DRONE CARRER	\$15.00
FANKV08	TRCK HELION DRONE CARRER	\$15.00

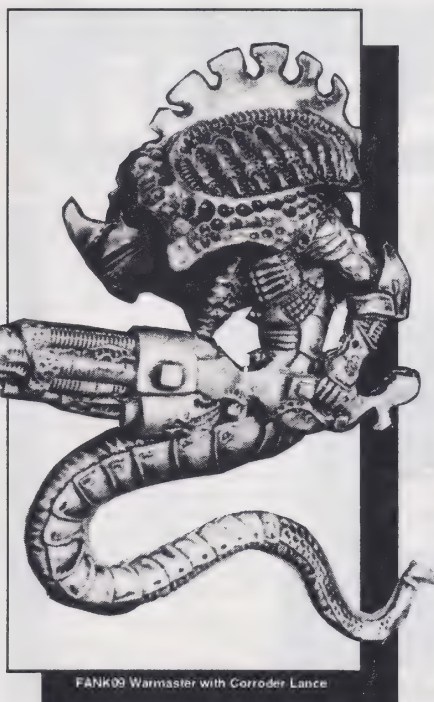
Human Nexus Forces

Blister with () 25mm Metal figures.

FANN01	NEXUS MARINES (4)	\$11.95
FANN02	NEXUS MARINES (4)	\$11.95
FANN03	NEXUS HEAVY WEAPONS (3)	\$11.95
FANN04	NEXUS SWAT TEAM (4)	\$11.95
FANN05	NEXUS SWAT TEAM (3)	\$11.95
FANN06	NEXUS SWAT TEAM (3)	\$11.95



BG02 Swinging Mantlet (2)



FANK09 Warmaster with Corroder Lance

FANN07	NEXUS SWAT TEAM (3)	\$11.95
FANN08	NEXUS SWAT HEAVY WPNS (2)	\$11.95
FANCM01	COLONIAL MARINES(3) Due ?	\$14.95

Nexus Penal Troops

Blisters with 3 25mm figures.

FANCY01	CYLOS TROOPS (3) Due August	\$11.95
FANCY02	CYLOS TROOPS (3) Due August	\$11.95
FANCY03	CYLOS TROOPS (3) Due August	\$11.95
FANCY04	CYLOS TROOPS (3) Due August	\$11.95
FANCY05	CYLOS HVY WPNS (3) Due August	\$11.95

Nexus Cybernetic Units

Blisters with 1 or 2 25mm scale models.

FANTA01	TALOS CYBORGS (2) Due August	\$14.95
FANTA02	TALOS CYBORG (2) Due August	\$14.95
FANTA03	TALOS CYBORG (2) Due August	\$14.95
FANTA04	TALOS CYBORG (2) Due August	\$14.95
FANTA05	TALOS CYBORG (2) Due August	\$14.95
FANHC01	CERBERUS -CYBER-CANNONS	\$11.95
FANHC02	SHIVA - CHAIN GUNS	\$11.95
FANHC03	LOKI SCOUT	\$11.95

Nexus Striders

Blisters with rather large resin striders for use with 25mm.

FANNS01	PANTHER MEDIUM - TWIN MGs	\$39.95
FANNS02	LEOPARD HEAVY - TWIN HVY CANNON	\$39.95
FANNS03	JAGUAR WITH 3 CHAIN CANNON	\$39.95
FANNS04	COUGAR SCOUT CHAIN GUNS	\$39.95
FANNS05	TIGER-TWIN NAPALM CANNON	\$39.95
FANRC01	LIGHT ATTACK STRIDER	\$26.95
FANRC02	LIGHT SUPPORT STRIDER	\$26.95

Nexus Vehicles

Blisters with large resin AFVs for use with 25mm figures.

FANNV01	TRACKED MEDIUM TANK RESIN	\$22.50
FANNV02	MEDIUM HOVER TANK RESIN	\$22.50
FANNV03	GRAV-TANK MEDIUM RESIN	\$22.50
FANNV04	WHEELED RESIN TANK	\$22.50
FANNV05	TRACKED ASSAULT GUN RESIN	\$22.50
FANNV06	HOVER ASSAULT GUN RESIN	\$22.50
FANNV07	GRAV-ASSAULT GUN RESIN	\$22.50
FANNV08	WHEELED ASSAULT GUN RESIN	\$22.50
FANNV09	TRACKED PERSONNEL CR	\$22.50
FANNV10	HOVER PERSONNEL CARRIER	\$22.50
FANNV11	GRAV PERSONNEL CARRIER	\$22.50
FANNV12	WHEELED PERSONNEL CR	\$22.50
FANNV13	TRACKED ROCKET LNCHR	\$22.50
FANNV14	HOVER ROCKET LAUNCHER	\$22.50
FANNV15	GRAV ROCKET LAUNCHER	\$22.50
FANNV16	WHEELED ROCKET LAUNCHER	\$22.50

KRYOMEK SCI-FI RESIN SCENERY

(Compatible with Warhammer 40,000)

Kryomek Interiors

Blisters with resin scenery for use with 25mm figures.

FANKI01	HIVE LOCKS(3)CHEMICAL SYNTHOTR	\$19.95
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FANKI02	HIVE TUNNELS (8)	\$19.95
FANKI03	HIVE FLOORS (5)	\$19.95
FANKI04	EGG CHAMBER FLOORS (4)	\$19.95
FANKI05	HATCHING HELION, ALIEN EGGS	\$19.95

Human Nexus Interiors

Blisters with resin scenery for use with 25mm figures.

FANNI1	AIRLOCKS(2),DOORS(3),HATCH	\$19.95
FANNI2	COMPUTER BANKS(2) & HOLO PROJ	\$19.95
FANNI3	NAV.COM,TAC COMMAND CONSOLES	\$19.95
FANNI4	POWER GEN & REGULTR,LIFE SUPRT	\$19.95
FANNI5	CRYOGENIC CHAMBERS (6)	\$19.95

Human Nexus Buildings

Blisters with resin scenery for use with 25mm figures.

FANNB01	COMMAND DOME W/SENSOR TOWER	\$26.95
FANNB02	COMMAND DOME W/LASER	\$26.95
FANNB03	HEAVY GUN BNKR W/MISSILES	\$26.95
FANNB04	HEAVY GUN BNKR W/ MORTAR	\$26.95
FANNB05	HEAVY GUN BNKR W/AUTOCN	\$26.95
FANNB06	HEAVY GUN BNKR-CLSTR MSL	\$26.95
FANNB07	LIGHT GUN BUNKER	\$19.95
FANNB08	LIGHT FLAK BUNKER	\$19.95
FANNB09	SQUAD BUNKER	\$22.50
FANNB10	DESTROYED BUNKER	\$14.95
FANNB11	LANDING PAD WITH VEHICLE	\$26.95

FANNB12	LINKING CORRIDORS (2)	\$14.95
FANNB13	3-WAY LINKING CORRIDOR	\$11.95
FANNB14	MISSILE SILO	\$22.50
FANNB15	HOSPITAL	\$22.50
FANNB16	POWER DOME	\$19.95
FANNB17	ANTI-MISSILE SILO	\$11.95
FANNB18	OBSERVATION/SENSOR TOWER	\$26.95
FANNB19	ADVANCE HEAVY GUN TOWER	\$14.95
FANNB20	MISSILE DEFENCE TOWER	\$26.95
FANNB21	CLUSTER ROCKET DEFENCE TOWER	\$26.95
FANNB22	AUTO-FLAK DEFENCE TOWER	\$26.95
FANNB23	ADVANCE GUN TOWER	\$14.95
FANNB24	ADVANCE ROCKET TOWER	\$14.95
FANNB25	AUTOMATED SENTINEL TOWER	\$11.95
FANNB26	AUTOMATED SECURITY TOWER	\$11.95
FANNTO1	ASTEROID CRATERS Due August	\$14.95
FANNTO2	SHELL CRATERS Due August	\$14.95

BATTLETECH

1/300th Resin Scenery. Compatible with EPIC Warhammer.

FANBT01	INDUSTRIAL UNITS Due August	\$24.95
FANBT02	RESIDENTIAL BLOCK Due August	\$19.95
FANBT03	TOWER BLOCK Due August	\$29.95
FANBT04	SCIENCE LAB Due August	\$19.95
FANBT05	POWER STATION Due August	\$24.95
FANBT06	LIBRARY Due August	\$29.95



All figures are 25mm scale & come undercoated.

MOUNT GUNDABAD

MMM93	ZALG, GOBLIN KING	\$7.50
MMM94	URUK-HAI ROYAL GUARDSMEN	\$8.50
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MMM206	ELF MAIDENS	\$5.95
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MMM208	AMROTH OF LORIEN	\$4.50
MMM209	NIMRODEL	\$4.50
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MMM212	ELVISH FEMALE ADVENTURER	\$4.50
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MMM215	TURIN THE OUTLAW	\$4.50
MMM216	MORWEN AND NIENOR	\$7.50
MMM217	THINGOL OF DORIATH	\$5.95
MMM218	OUTLAW OF TEIGLIN	\$4.50
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MMM221	BELEG STRONGBOW	\$4.50
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MMM229	THORIN THE DWARF	\$4.50
MMM230	MASTER ELROND	\$4.50
MMM231	THE GREAT GOBLIN	\$4.50
MMM232	GOLLUM	\$3.50
MMM233	BEORN	\$4.50
MMM234	ELVEN KING	\$4.50
MMM235	BARD OF LAKE TOWN	\$4.50

TURIN THE BLACK SWORD

MMM238	TURIN THE BLACK SWORD	TBA
MMM239	ORODETH OF NARGOTHROND	TBA
MMM240	FINDULAS AND GWINDOR	TBA
MMM241	BRODDA THE EASTERLING	TBA
MMM242	EASTERLING WARRIOR	TBA
MMM243	BRANDIR THE LAME	TBA
MMM244	TURIN TURUMBAR	TBA
MMM245	NIMIEL THE BRIDE	TBA
MMM246	NOLDO ELVEN WARRIOR	TBA
MMM247	NOLDO ELVEN WARRIOR	TBA



MMM227 Bilbo the Hobbit

CITADEL



CI72642 Tyrannid Screamer Killer

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CI6095	40K TRANSFERS	\$11.95
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WARHAMMER
40,000

Blisters with 1 - 5 25mm metal figures.

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CI70184	DREADNOUGHT	\$22.95
CI70243	TERMINATORS	\$17.95
CI70268	SPACE MARINE CAPTAIN	\$9.95
CI70270	MARINE ARMOR VARIANT	\$9.95
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CI70393	TERMINATORS III	\$17.95
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CI70302	KHORNE RENEGADES	\$14.95
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CI70559	GRETCHIN	\$9.95
CI70561	ORK NOBLES	\$14.95
CI70598C	CYBOARS A/F	\$18.00
CI70605	ORK BOYZ	\$14.95
CI70618	ORK MADBOYZ	\$14.95
CI70620	ORK ODD BOYZ	\$9.95
CI70644	ORK DREADNOUGHT	\$29.95
CI70657	WEIRD BOYZ	\$14.95
CI70669	ORK WARBOSS	\$7.95
CI70671	TIN BOYZ	\$17.95
CI70683	ORK FREEBOOTERZ	\$14.95
CI70696	ORK SHOKK ATTACK GUN	\$16.95
CI70703	SQUIG CATAPULT	\$29.95
CI70742	STORM BOYZ MOB	\$35.95
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CI70779	ORK SUPER CYBOAR	\$22.50
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CI71010	SQUATS	\$14.95
CI71034	SQUATS ON MOTORBIKES	\$19.95

CI71105	SQUAT ADVENTURERS	\$13.95
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CI71519	ELDAR (6)	\$17.95
CI71560	ASPECT WARRIORS	\$9.95
CI71572	ELDAR EXARCHS	\$9.95
CI71584	ELDAR GUARDIANS	\$14.95
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CI72045	IMPERIAL GUARD SENTINAL	\$24.95
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CI72084	OGRYN	\$14.95
CI72104	IMPERIAL GUARD COMMAND	\$14.95
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CI72170	TARANTULA	\$12.95
CI72499	ARBITES	\$9.95

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CI72544	ZOATS	\$17.95
CI72557	GENE STEALERS	\$13.95
CI72596	GENESTEALER HYBRID	\$14.95
CI72603	GENE STEALER HUNCHBACK	\$19.95
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CI72642	TYRANID SCREAMER KILLER	\$49.95
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CI7B12	RHINO ARMORED ASSAULT (1)	\$26.95
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EPIC 40,000

1/300th scale metal or plastic figures.

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CI72848	NURGLE EPIC DEMONS	\$17.95
CI72851	KHORNE EPIC DEMONS	\$17.95
CI72863	TZEENTCH EPIC DEMONS	\$17.95
CI72875	SLAANESH EPIC DEMONS	\$17.95
CI76041	IMPERIAL TANKS	\$14.95
CI76066	IMPERIAL ARTILLERY	\$14.95
CI76078	IMPERIAL SPECIAL ASSAULT	\$17.95
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CI76211	SLASHA GARGANT	\$26.95
CI76250	ORK BATTLEWAGON	\$17.95
CI76262	ORK SPECIAL VEHICLES	\$17.95
CI76404	ELDAR TITANS	\$19.95

C176429	ELDAR EPIC VEHICLES	\$17.95
C176431	ELDAR WAR WALKER	\$17.95
C176470	ELDAR KNIGHTS	\$14.95
C176514	KHORNE LORDS OF BATTLE	\$19.95
C176526	DAEMON ENGINES OF KHORNE	\$14.95

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CIATB8	EPIC CHAOS HORDE	\$34.90
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25mm scale metal and plastic figures.

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C173194	CHAOS CHARIOTS	\$14.95
C173253	CHAOS STEEDS	\$15.95

Empire & Bretonnian

C173906C	IMPERIAL SOLDIERS XBOWS	\$13.95
C173906H	IMPERIAL SOLDIERS HALBERD	\$13.95
C173906S	IMPERIAL SOLDIERS SWORDS	\$13.95
C173906T	IMPERIAL SOLDIERS 2HND SWD	\$13.95
C173919	IMPERIAL COMMAND GROUP	\$13.95
C173921	IMPERIAL ARCHERS	\$11.95
C173933	PISTOLIERS	\$17.95
C173945	REIKSGARD	\$14.95
C174031	IMP GENERAL RETINUE	\$17.95
C174068	NORSEMAN	\$14.95
C174070	CHEVALIER D'HONOR	\$17.95
C174082	BRET GEN RETINUE	\$17.95
C174102	SOLDIERS OF EMPIRE	\$11.95
C174115	ROGUES & RANGERS	\$14.95
C174139	NINJA SAMURIA	\$15.95
C174141	FANTASY ADVENTURER	\$14.95
C174154	BRET FOOT KNIGHT	\$13.95
C174166	BRETONNIAN MNTD KNIGHTS	\$17.95

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C174200	ELF CAVALRY	\$17.95
C174213	WOOD ELF	\$14.95
C174225	HIGH ELF	\$14.95
C174252	DARK ELF	\$14.95
C174264	MOUNTED ELF ARCHERS	\$17.95

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C174308	DWARF ADVENTURES	\$17.95
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C174335	IMPERIAL DWARF	\$17.95

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C174419	SLANN	\$14.95
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C174503	SKELETON WARRIORS	\$14.95
C174528	ARMoured SKELETONS	\$12.95
C174530	ETHERIALS	\$14.95
C174542	F-NIGHT HORRORS	\$14.95
C174555	SKELETON CAVALRY	\$14.95
C18B4	SLOTTA BASES HORSE BASE	\$2.95

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C174709	ORC BOYZ	\$12.95
C174724	ORC BIG 'UNS	\$14.95
C174748	ORC SAVAGE BOYZ	\$12.95
C174763	GOBBOS	\$14.95
C174775	GOBBOS STICKAS	\$14.95
C174787	GOBBO WOLFBOYZ	\$14.95
C174790	GIANT BLACK ORCS	\$12.95
C174810	SNOTLINGS	\$14.95

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CIDRAG2	BLUE DRAGON & SORCERER	\$37.95
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CIDS8	NIGHTMARE DRAGON	\$39.95
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CIMD6	GOBLIN BATTLE CHARIOTS	\$59.95
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CIRRD10	AVENGING KNIGHTS	\$44.95
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CIRRD2	NIGHTMARE LEGION	\$64.95
CIRRD3	HARBOTHS ORC ARCHERS	\$59.95
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CIRRD6	IMPERIAL DWARVES	\$59.95
CIRRD7	DARK DISCIPLES	\$29.95

CIRRD8	GIANT BLACK ORCS	\$44.95
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BLOOD BOWL

Blisters

Each contain 2 - 5 25mm metal figures.

C173309	ELVES	\$14.95
C173312	ORKS	\$11.95
C173324	GOBLINS	\$14.95
C173336	HUMANS	\$14.95
C173348	DWARVES	\$11.95
C173351	DARK ELVES	\$14.95
C173363	BIG GUYS	\$11.95
C173375	SKAVEN	\$11.95
C173390	LITTLE 'UNS (HALFLINGS)	\$14.95
C173407	DWARF DEATH ROLLER	\$14.95
C173498	CHAOS	\$14.95
C173531	UNDEAD	\$14.95

Teams

Complete 25mm metal figure Blood Bowl teams.

C173410	ELF BB TEAM	\$44.95
C173422	ORK BLOODBOWL TEAM	\$44.95
C173434	BB GOBLIN TEAMS	\$44.95
C173446	HUMAN BLOOD BOWL TEAM	\$44.95
C173459	BB DWARF TEAMS	\$44.95
C173461	DARK ELF TEAMS BB	\$44.95
C173473	SKAVEN TEAM BB	\$44.95

TALISMAN

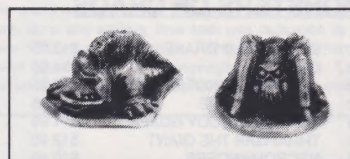
Large blisters with up to 10 metal 25mm figures.

C174859	TALISMAN CHARACTERS I	\$34.95
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SPACE FLEET

Blisters with 1 - 3 metal space ships.

C177706	IMPERIAL DESTROYER	\$11.95
C177721	IMPERIAL ARMORED CRUISER	\$11.95
C177733	IMPERIAL BATTLESHIP	\$11.95
C177745	IMPERIAL ASSAULT SHIP	\$11.95
C177758	IMPERIAL SHIELD SHIP	\$11.95
C177760	IMPERIAL CARRIER	\$11.95
C177829	DICTATOR BATTLESHIP	\$11.95
C177831	THUNDERBOLT CRUISER	\$11.95
C177843	ANNIHILATOR BATTLESHIP	\$11.95
C177856	STALWART FRIGATE	\$11.95
C177868	TARGETING SHIP	\$11.95
C177902	TYRANID HVESHIP	\$11.95
C177915	TYRANID DARK PROWLER	\$11.95
C177927	TYRANID VOID FIENDS	\$11.95
C177939	TYRANID KRAKEN I and II	\$11.95
C177941	TYRANID WAR DRONES	\$11.95
C177954	TYRANID DRONES	\$11.95
C177966	TYRANID SPORE MINES	\$11.95
RAF3098	DWARVEN STURM WAGONNE	\$16.95



C170669 Tyranid Squigs



FANTASY BOXED SETS

25mm scale metal figures.

RAF2001	WIZARDS ADVENTURE PARTY	\$22.50
RAF2002	CONQUISTADOR DWARVES	\$22.50
RAF2003	IRON BROTHERHOOD	\$22.50
RAF2005	ORC WAR TRICERATOPS	\$44.95
RAF2009	VILE GUARDIAN DRAGON	\$44.95
RAF2010	SKELETON WAR DRAGON	TBA
RAF2011	GREAT CTHULHU BOXED SET	TBA
RAF2012	NECRO-DRAKE DRAGON LICH	TBA
RAF2013	FIERY SERPENT OF TERROR	TBA

CALL OF CTHULHU

Blisters with 25mm scale figures.

RAF2921	NIGHT GAUNT DMN SERVITOR	\$11.95
RAF2922	DEEP ONES MUTANT FSHRMN	\$8.95
RAF2923	DIMENSIONAL SHAMBLERS	\$8.95
RAF2924	YITH MONSTEROUS BEING	\$15.95
RAF2925	SERVITOR PARASITIC ENTITIES	\$8.95
RAF2926	CARNIVOROUS GIANT WORM	\$15.95
RAF2927	SHOGGOTH HORROR	\$11.95
RAF2928	FLYING POLYP HORROR	\$11.95
RAF2929	SPAWN OF TSUTHOGGUA	\$11.95

FANTASY LEGIONS OF LAW

Blisters with 2 - 6 25mm metal figures.

KNIGHTS OF THE SILVER SWORD

RAF3050	GRAND MASTER MTD & FOOT	\$9.50
RAF3051	HEAVENS FIST CAVALRY	\$10.95
RAF3052	MEN AT ARMS	\$10.95
RAF3053	SWORDSMEN	\$10.95
RAF3054	ARCHERS OF RAVENS LOFT	\$10.95
RAF3055	ARMORED WARRIORS	\$9.95
RAF3056	DEFENDERS ARTILLERY	\$10.95

ELVES OF THE ISLES

RAF3070	PRINCE SARNATH MTD & FOOT	\$10.95
RAF3071	ELF HOUSEHOLD CAVALRY	\$10.95
RAF3072	ELVES OF SYLVANS SWORDS	\$10.95
RAF3073	CRYSTAL FLIGHT ELF ARCHERS	\$10.95
RAF3074	ELF SPEARMEN	\$10.95
RAF3075	ELF PRIVATEERS	\$9.95
RAF3076	ELVEN ARTILLERY	\$16.95
RAF3077	WHITE WINGED ELVEN CHARIOT	\$15.95

DWARVES OF FLAMING FORGE

RAF3090	GRAFF HAWSTEEL MTD & FOOT	\$10.95
RAF3091	DWARVEN COMMAND	\$9.95
RAF3092	DWARVEN CROSSBOWS	\$10.95
RAF3093	THUNDER BUSTER ARTILLERY	\$16.95
RAF3094	DWARVEN HANDGUNNERS	\$10.95
RAF3095	STONE EAGLE SPEARMEN	\$9.95
RAF3096	DWARVEN SAPPERS	\$10.95

BARBARIAN WARRIORS

RAF3821	NORSE FIGHTER	\$3.95
RAF3822	NORSE WARRIOR WITH AXE	\$3.50
RAF3823	NORSE WITH 2 HANDED SWORD	\$3.50
RAF3824	BERSERKER	\$3.50
RAF3825	MOUNTED NORSE WAR CHIEF	\$9.00
RAF3826	NORSE WAR WOLF & MASTER	\$9.00

WANDERERS & WARRIORS

RAF3801	ADVENTURERS (3)	\$9.00
RAF3802	DWARVES (3)	\$9.00
RAF3803	ROGUES (3)	\$9.00
RAF3804	CLERICS (3)	\$9.00
RAF3805	ELVEN WARRIORS (3)	\$9.00
RAF3806	BOWMEN (3)	\$9.00
RAF3807	FEMALE WARRIORS (3)	\$9.00
RAF3808	SORCERERS (3)	\$8.95
RAF3809	ARMORED FIGHTERS (3)	\$9.00

HIGH ELVEN LORDS

RAF3837	MOUNTED LORD CHAMPION	\$9.00
RAF3838	HIGH ELF MAGIC USER	\$4.50
RAF3839	ELF LORD CHAMPION	\$3.50
RAF3840	ELF LORD MASTER OF BEASTS	\$3.50
RAF3841	HIGH ELF WARRIOR PRINCESS	\$3.50
RAF3842	HIGH ELF WARRIOR KING	\$3.50

FANTASY LEGIONS OF CHAOS

Blisters with 2 - 6 25mm metal figures.

DARK LORDS BLOOD REGIMENT

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RAF3043	DARK ELF LONG KNIVES (3)	TBA
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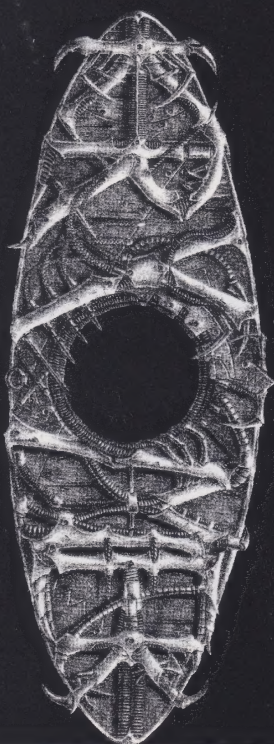
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